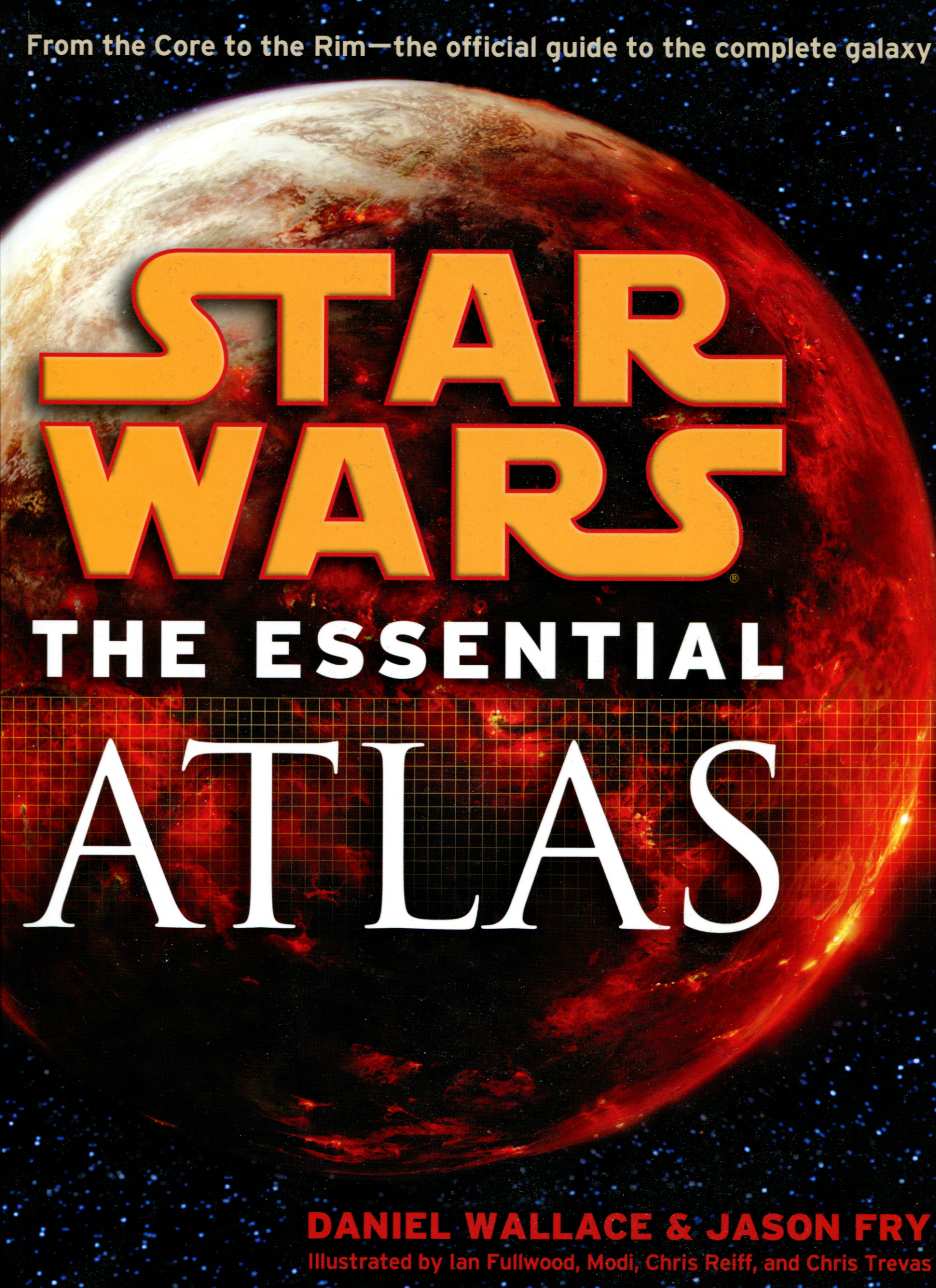
From the Core to the Rim—the official guide to the complete galaxy



STAR WARS®

THE ESSENTIAL ATLAS

DANIEL WALLACE & JASON FRY

Illustrated by Ian Fullwood, Modi, Chris Reiff, and Chris Trevas



THE ESSENTIAL ATLAS


Aeten
Imperial Remnant (40 ABY)
Ord Cantrell
Phaeda
Borgo Prime
Dathomir
Celanon
Botajef
Halmad
G'wenee
Er'Kit
Orinda
Uba
Keitum
Ithor
Urce
Bandomeer
Mandalorian Space
Phindar
Ansion
Iridonia
Genassa
Taris
Mandalore
Null
Fornax
Ord Mantell
Wayland
Glee Anselm
Corsin
Ploo
Myrkr
Thustra
Aquaris
Vortex
Vicondor
Jazbina
Nouane
Velmor
Dorin
Shili
Alpheridies
Azure
Yinchorr
Bogden
Obroa-skai
Thisspias
Bilbringi
Datar
Paqualis
Mindor
Filordis
Cartao
Contruum
Drearia
Champala
Pengalan
Berchest
Palanhi
Arkania
Chazwa
Tirahnn
Taanab
Gizer
Lantillies
Reecee
Vakkar
Uviuy Exen
Yabol Opa
Vurdon Ka
Colla
Ktil
Nazzri
Togoria
Mrisst
Borleias
Castell
Carida
Belnar
Hapes
Vena
Pantolomin
Brentaal
Hok
Anaxes
Tepasi
Hapes Consortium
Onderon
Alsakan
Skako
Caamas
Kashyyyk
Coruscant
Ixtlar
Alderaan
Telti
Ambria
Umbara
Aargau
Kattada
5
Empress Teta
Fedalle
2
Balmorra
Neimoidia
N'Zoth
Vulpter
Kuat
Zeltros
Celegia
Tython
Sarapin
Prakith
Commenor
Humbarine
Ruusan
Cona
Columus
Deep Core
Rendili
Manaan
Belasco
Cato Neimoidia
Ojom
Bellassa
Byss
Corellia
Mimban
Duro
Quellor
Kalist
Tinnel
Exodeen
Antar
Gyndine
Attahox
Constancia
Khomm
Balosar
Loronar
Ailon
Byblos
Kitel Phard
Daupherm
Botor
3
Core
Cyrillia
Iseno
Abregado-Rae
Andara
Denon
Dentaal
Spirana
Kelada
Rhommamool
Giju
Fondor
Phu
Devaron
Colonies
Teyr
Foless
Chardaan
Tynna
Iktotch
Ghorman
Bestine
Atzerri
Allanteen
Aridus
Lorahns
Kooriva
Cularin
Kiffex/Kiffu
Dargulli
Gamor
Thyferra
4
Vendaxa
Milagro
Mechis
Bacrana
Inner Rim
Monastery
Yag'Dhul
New Cov
Harrin
Wroona
Derra
Kalarba
Druckenwell
Expansion Region
Paqwepor
Falleen
Bannistar Sta
M'haeli
Vandelhelm
Kira
Kerkoidia
Kinyen
Noe'ha'on
Nkllon
Woostri
Pax
Kalinda
Zolan
Rintonne
Qat Chrystac
Zeheth
Umgul
Malastare
Riflor
Bomis Koori
Kriselist
Vondarc
Farstine
Naboo
Enarc
Haruun

STAR WARS®

THE ESSENTIAL ATLAS

DANIEL WALLACE AND JASON FRY

ILLUSTRATED BY IAN FULLWOOD, MODI, CHRIS REIFF, AND CHRIS TREVAS

BALLANTINE BOOKS DEL REY NEW YORK

Jason Fry: To Emily and Joshua for putting up with all this

Daniel Wallace: To Liliana

Authors' Acknowledgments

Star Wars: The Essential Atlas would not exist without the help, hard work, and imagination of many people besides us.

- Modi, the book's fearless lead mapmaker, not only made beautiful maps and endured our odd way of working, but also helped us craft the narrative and prevented us from making innumerable mistakes.
- Chris Reiff followed Modi's lead with beautiful maps of his own and helped bring the movies into cartographic focus.
- Chris Trevas's wonderful illustrations gave the book life and shape.
- Ian Fullwood turned our featured planets from strange names to colorful, intriguing places.
- Brad Foltz solved many a perplexing design problem we dropped in his lap and ran away from.
- Time-line makers Nathan Butler and Eddie van der Hejiden worked tirelessly to bring chronological order to narrative chaos.
- Daniel Eyre and Justin Gann helped us run down obscure star systems from even more obscure works.
- Ken Croswell helped vet the bits of actual science we let slip into our discussions of an imaginary galaxy; anyone interested in the real thing should check out his book *The Alchemy of the Heavens.*

At Del Rey, Keith Clayton believed in the project and helped it take shape, then handed it off to Erich Schoeneweiss, who brought it home with patience and good humor. Shelly Shapiro kept us ahead of the curve with forthcoming manuscripts and patiently accepted geographical rantings and critiques, and Sue Moe and Nancy Delia made a whole lot of trains run on time. At Lucasfilm, answers, ideas, resolutions, friendship, encouragement, and wise counsel came from Leland Chee, Pablo Hidalgo, Jonathan Rinzler, Frank Parisi, Dave Filoni, Steve Sansweet, Sue Rostoni, as well as from Jonathan Wilkins of Titan Magazines. Our old friend and collaborator Craig Carey unearthed lost gems from West End Games and bought fortifying beers; from the ranks of *Star Wars* authors and artists past and present, our thanks to Jim Luceno, Karen Miller, Aaron Allston, Abel Peña, Peter Schweighofer, John Jackson Miller, John Ostrander, Jan Duursema, Adrick Tolliver, James McFadden, and David Ackerman. Some of our earliest thoughts on the atlas and galactic geography were shaped by the contributions of Eric "Cartographer" Przybylski. Helping us run down obscure sources were Andrew Skinner, Michael Waninski, Christopher McElroy, and Ian Richards, along with many semi-anonymous Wookieepedians who did hard work for the sheer joy of it. From the world outside *Star Wars,* thanks to Ed Yim for fielding one of the odder opera-related requests he could have imagined, and to Pete Schay for miscellaneous inspiration. One of the most rewarding parts of this project was sharing updates on the progress of the atlas with our fellow cartography maniacs on TheForce.net—thanks to a long list of people headed by Sinrebirth, Thrawn McEwok, AdmiralNick22, blackmyron, Ris_jSarek, Rogue_Follower, Plaristes, RogueWompRat, CeiranHarmony, The_Four_Dot_Elipsis, Robimus, SheaHublin, Zakor1138, LAJ_FETT, CooperTFN, and dp4m. And finally, thanks to George Lucas for, you know, *everything.*

Mistakes, oversights, and bad decisions, alas, are entirely our own. You can send your errata, questions, comments, or anything else to us at essential.atlas@gmail.com.

Star Wars: The Essential Atlas is a work of fiction. Names, places, and incidents either are products of the authors' imagination or are used fictitiously.

A Del Rey Trade Paperback Original

Copyright © 2009 by Lucasfilm Ltd. & ® or ™ where indicated.
All Rights Reserved. Used Under Authorization.

Published in the United States by Del Rey, an imprint of The Random House Publishing Group, a division of Random House, Inc., New York.

Del Rey is a registered trademark and the Del Rey colophon is a trademark of Random House, Inc.

ISBN 978-0-345-47764-4

Printed in the United States of America

www.starwars.com
www.delreybooks.com

2 4 6 8 9 7 5 3 1

Interior design by Foltz Design

CONTENTS

Introduction: The Galaxy, Stars, and Planets ix
Galactic Coordinates x

PART I: THE POLITICAL GALAXY 3
GEOGRAPHY AND THE STRUCTURE OF THE SENATE 7
SYSTEMS, SECTORS, OVERSECTORS, AND REGIONS 8
Star Systems 8
Subsectors and Sectors 8
Oversectors and Priority Sectors 9
Regions 9
THE DEEP CORE 9
THE CORE WORLDS 11
ASTROCARTOGRAPHY, NAVICOMPUTERS, AND TRADE ROUTES 13
A SPACER'S LIFE—BoSS AND THE ImPeRe 14
THE COLONIES 16
THE GALAXY'S POPULATION 16
THE INNER RIM 20
THE EXPANSION REGION 20
THE WONDERS OF THE GALAXY 23
THE MID RIM 24
CLIENT STATES OF THE EMPIRE 26
HUTT SPACE 27
A CLOSER LOOK: HUTT SPACE AND NEIGHBORING REGIONS 29
THE OUTER RIM TERRITORIES 31
WILD SPACE AND THE UNKNOWN REGIONS 33
GLOBULAR CLUSTERS AND SATELLITE GALAXIES 34
MISCELLANEOUS REGIONS 34
Atrisian Commonwealth 34
Bothan Space 35
Botor Enclave/Daupherm Planet States 35
Herglic Space 35
Ktilac Regions 35
Nouane 35
Paqwepori 35

PART II: PLANETS OF THE GALAXY 37
ALDERAAN 38
ANAXES 39
ANOAT 40
ANSION 41
BAKURA 42
BESPIN 43
BESTINE 44
BONADAN 45
BOTHAWUI 46
BOZ PITY 47
BRENTAAL 48
BYSS 49
CHRISTOPHSIS 50
CORELLIA 51
CORUSCANT 52
CSILLA 53
DAGOBAH 54
DANTOOINE 55
DATHOMIR 56
DURO 57
ENDOR (FOREST MOON) 58
ERIADU 59
FELUCIA 60
FONDOR 61
GAMORR 62
GEONOSIS 63
HAPES 64
HONOGHR 65
HOTH 66
IEGO 67
ILUM 68
ITHOR 69
KALEE 70
KAMINO 71
KASHYYYK 72
KESSEL 73
KORRIBAN 74
KUAT 75
MALASTARE 76
MANDALORE 77
MIMBAN (CIRCARPOUS V) 78

MON CALAMARI 79
MUSTAFAR 80
MYGEETO 81
NABOO 82
NAGI 83
NAL HUTTA 84
NAR SHADDAA 85
NEIMOIDIA 86
NUBIA 87
N'ZOTH 88
ONDERON 89
ORD MANTELL 90
OSSUS 91
RAKATA PRIME (LEHON) 92
RATTATAK 93
RAXUS PRIME 94
RHEN VAR 95
RISHI 96
RODIA 97
RUUSAN 98
RYLOTH 99
SALEUCAMI 100
SERNPIDAL 101
SHADDA-BI-BORAN 102
SULLUST 103
TAANAB 104
TATOOINE 105
TETH 106
THYFERRA 107
TOYDARIA 108
TRITON 109
TUND 110
UTAPAU 111
YAVIN 112
ZONAMA SEKOT 113

PART III: THE ATLAS OF GALACTIC HISTORY 115
BEFORE THE REPUBLIC 115
The Gree 115
The Kwa 115
The Sharu 115
The Columi 115
The Killiks 115
Humans and Taungs 115
The Rakatan Infinite Empire 116
Xim and the Tion 118
Origins of the Jedi and Sith 118
GALACTIC EXPLORATION 119
MAJOR TRADE ROUTES 121
The Koros Trunk Line 121
The Perlemian Trade Route 121
The Corellian Run 122
The Corellian Trade Spine 122
The Rimma Trade Route 122
The Hydian Way 122
The Metellos Trade Route 122
The Salin Corridor 122
The Braxant Run 122
The Triellus Trade Route 122
The *Ootmian Pabol* 122
The Gandeal–Fondor Hyperlane 122
THE SLICE 123
GREAT SEAFARING SPECIES 123
Baragwin 123
Devaronians 124
Duros 124
Gran 124
Herglics 124
Humans 124
Ithorians 124
Khil 124
Verpine 124
Zabraks 124
ANCIENT MYSTERIES OF THE GALAXY 125
The Shrines of Kooroo 125
The Loag Dagger 125
The Nova Vaults of Kakitai bel Toyouin 125
The Mindharp of Sharu 125
The Sharka'k Noor 125
The Bedlam Spirits 125
The Infant of Shaa 125
THE GREAT HYPERSPACE WAR 125
THE SITH WAR 128
THE MANDALORIAN WARS/THE JEDI CIVIL WAR 131
THE MANDALORIANS 131
ZENITH OF THE REPUBLIC 134
THE KANZ DISORDERS 135
THE HAPES CLUSTER 136
THE HYDIAN WAY 137
DESCENT INTO DARKNESS 139

THE PHANTOM MENACE 142
OUTBOUND FLIGHT 144
A CLOSER LOOK: TATOOINE, GEONOSIS, AND THE ARKANIS SUBSECTOR 144
THE CLONE WARS 147
ATTACK OF THE CLONES 148
REVENGE OF THE SITH 154
A CLOSER LOOK: KASHYYYK AND ITS NEIGHBORS 152
SECRETS OF THE CLAATUVAC GUILD 157
THE DARK TIMES 158
The Cleansing of New Plympto 158
The Byss Lure 158
The *Eye of Palpatine* 158
The Caamas Firestorm 158
The Desiccation of Gholondreine-β 158
The Enslavement of Kashyyyk 158
The Ghorman Massacre 158
The Subjugation of Mon Calamari 158
THE EXPLOITS OF LANDO CALRISSIAN (4 BBY–1 ABY) 158
THE ADVENTURES OF HAN SOLO 160
The Centrality 162
THE CORPORATE SECTOR 163
A CLOSER LOOK: MAJOR WORLDS OF THE CORPORATE SECTOR AND NEIGHBORING REGIONS 164
A PRINCESS IN PERIL 167
THE ULTIMATE POWER IN THE UNIVERSE 168
A CLOSER LOOK: YAVIN AND THE GORDIAN REACH 171
A NEW HOPE 172
SHADOWPORTS OF THE GALAXY 176
THE ERA OF REBELLION 178
THE SPICE TRADE 181
A CLOSER LOOK: HOTH AND THE GREATER JAVIN 183
THE EMPIRE STRIKES BACK 186
A CLOSER LOOK: ENDOR AND THE MODDELL SECTOR 188
RETURN OF THE JEDI 190
AN EMPIRE FRAGMENTED 193
ADVANCE OF THE NEW REPUBLIC 195
ROGUE SQUADRON'S CAMPAIGNS 195
IMPERIAL RESTORATION 199
LITTLE EMPIRES 201
THE DARK EMPIRE (10–11 ABY) 204
Operation Shadow Hand 204
DECLINE AND FALL 205
The Pentastar Alignment 205
The Crimson Empire 207
A CLOSER LOOK: MON CALAMARI SPACE 208
TOWARD A LASTING PEACE 209
A CLOSER LOOK: THE SENEX AND JUVEX WORLDS 210
A GALAXY INVADED 215
THE CHISS ASCENDANCY 218
CONFLICT RENEWED 223
EPILOGUE: THE EMPIRE REBORN 227

Appendix: Stellar Coordinates 228


Trian
Ventooine
Cadomai
Maltha Obex
Ruuria
Listehol
Tiss'Sharl
Telos
Mirial
Lorrd
Thalassia
5
Thila
Zygerria
Vaynai
Tangrene
Ziost
Edusa
Ord Radama
Pho Ph'eah
Almania
Korriban
Quermia
Vandyne
Serenno
Toprawa
Gordian Reach
Makem Te
Sembla
Axxila
Nez Peron
Elom
Junction
Yavin
Stenos
Ord Cestus
Celanon
Desevro
Arda
Felucia
Lianna
Galidraan
Maridun
Rhen Var
Cadinth
Halmad
Botajef
Murkhana
Lucazec
Columex
Ossus
Bandomeer
Vjun
Nam
Chorios
Belderone
Phindar
Trogan
Mandalore
Gromas
Centares
Jomark
Anteevy
The Wheel
Wayland
Garos
Abhean
Sy Myrth
Thustra
Aquaris
Velmor
Anzat
Alpheridies
Azure
1
Metalorn
Thisspias
Saleucami
Roche
Sarka
Boonta
Cartao
Contruum
Ultaar
Pengalan
Lantillies
Tirahnn
Gizer
Vaathkree
Taanab
Ktil
Bimmisaari
Nazzri
Togoria
Charros
Hapes
Vena
Boz Pity
Balamak
Hapes Consortium
Onderon
Kashyyyk
Cyborrea
Sneeve
Ambria
Sleheyron
Umbara
Chalacta
Randon
New Apsolon
Nimban
Deysum
Ubrikkia
Zeltros
Kwenn
Celegia
Uogo'cor
Ruusan
Cona
Belasco
Manaan
Toydaria
Mimban

INTRODUCTION

THE GALAXY, STARS, AND PLANETS

Baobab Merchant Marine Academy, Manda: Officer Candidate School Orientation, Day 1

I'm Crix Q5 Baobab, and by the time you leave my class, you'll know every meter of a Baobab freighter. But you're not flying one until you know what you're flying through.

This is our galaxy. Its luminous disk is about a hundred thousand light-years across and contains some four hundred billion stars—only about a quarter of which have been thoroughly surveyed. All of them are revolving around the center, here. Contrary to what some nose-in-the-air Core Worlder'll tell you, I'm not pointing at Coruscant. This is a black hole—one that weighs as much as four million suns. Only probe droids have ever seen it, but it's there.

This bright sphere in the center? That's the Deep Core. It's about seven thousand light-years across and contains about thirty billion stars. I've been there; if you're lucky, you never will be. Toward the center the stars are about a hundredth of a light-year apart—I've seen them colliding and ripping out each other's cores.

Most of the luminous galaxy is this disk of spiral arms rotating around the Deep Core. These gaps between the spiral arms? They aren't gaps at all. They're full of stars and only look dark because they're missing the brightest supergiant stars, as well as glowing clouds of dust and gas found only in the arms.

The disk isn't perfectly flat—despite what one of those cheap flimsiplast star charts suggests, you'll find stars above and below wherever you are. Most any star you'll visit is less than a thousand light-years above or below the plane. We call this two-thousand-light-year slice of space the thin disk. For thirty-five hundred light-years on either side of that—think of the big chunks of biscuit around a cheap slice of nerf steak—you're in the thick disk. There are some star systems out there, but very few even have planets. And then there's the stellar halo—that's a huge sphere surrounding the entire galaxy, with a few billion stars in highly elliptical orbits.

Now I said there are four hundred billion stars in the galaxy, but there aren't four hundred billion systems. How many of you are from a system with two suns—or three, or more? About what I figured. The number of star systems is about 180 billion. Anyone want to guess how many of those systems have evolved life? Intelligent life? Anybody? The answer is: Not many. To see why, you need to understand a little about the stars.

Spacers divide stars into types—O, B, A, F, G, K, and M—based primarily on color and surface temperature. First come the hot stars, your blue O's and B's and white A's. Next come the yellow, medium-temperature F's and G's. And then your cool stars, the orange K's and red M's. We also sort the stars by how big they are. If we plot them all, we'll see something interesting.

Nine out of ten stars in the galaxy fall along what's called the main sequence. The O's, B's and some A's only live for millions of years, while your F's are longer-lived yellow-white dwarfs. Some yellow-whites have evolved intelligent life, but very few O's and B's and not many A's have—there just isn't time.

Moving down on the sequence, you'll find your G- and K-type dwarfs. These live for billions of years, which is a

MAIN SEQUENCE STARS HABITABILITY

Type	Characteristics	System Examples	Lifespan (in years)	% of Stars	% Habitable	# Habitable in Known Galaxy
O	Blue	Garnib	< 1 million	↑	↑	100 million
B	Blue	Kessel	10 million			100 million
A	White	Colu	400 million to 2 billion	1%	10%	100 million
F	Yellow-white	Ropagi	4 billion	↓	↓	100 million
G	Yellow	Corellia	10 billion	4%	50%	2 billion
K	Orange	Yavin	60 billion	15%	25%	3.75 billion
M	Red	Barab	> 100 trillion	70%	1%	700 million
—	Non-main sequence	Various	—	10%	5%	500 million

lot of time for life to emerge. Manda Prime's a main-sequence G; odds are your sun is a G or K, too. Then you've got the M's, the red dwarfs. These live pretty much forever, but they're awfully faint and cold for life.

Question: What's the most common type of star? You, the Chadra-Fan. The G-type? Nope, we're not so lucky. It's the M's—fully 70 percent of the stars out there are red dwarfs. Our subsector's got 84 inhabited systems, but it's also got 344 red-dwarf systems. They give off about as much light as your average moon, so don't bother looking for them tonight. I doubt anyone's ever visited them—they were surveyed by Republic probots centuries ago, and unless some chunk of rock in the system looked mineable, that was that.

Do the math and you wind up with about 7.1 billion habitable stars in the known galaxy—that's about 3.2 billion habitable star systems. We haven't gotten everywhere yet—it's estimated that nearly a billion of those systems actually have someone living in them. But most of those places are pretty lonely—if I'm remembering my census data correctly, about 69 million of those systems meet the population requirements for Imperial representation, and just 1.75 million planets are full member worlds.

What's that? Oh, you want an answer to the life question. Well, nobody knows for sure—remember only about a quarter of the galaxy has been properly surveyed. But there are more than five million intelligent species known to the Empire. Do the math, and you'll realize there have to be a fair number of species we've yet to meet. And when we do, Baobab merchants will sell them what they want to buy.

GALACTIC COORDINATES

Every star system in the known galaxy (and many more that have been imaged but not properly surveyed) is located by its XYZ coordinates: X measures the system's "east–west" location, Y measures its "north–south" location, and Z indicates its distance above or below the galactic plane.

Apprentice navigators must remember, however, that coordinates 0,0,0 (Triple Zero, in military-speak) mark the location of Coruscant, even though in galactic terms the Imperial capital is slightly northwest of the true galactic center, as well as slightly above the galactic ecliptic. (This discrepancy has irritated astrocartographers—particularly those not Core-born—for millennia.)

The Coruscant coordinates system is based on parsecs. A parsec is 3.26 light-years, with fifteen parsecs (just shy of 49 light-years) corresponding to one unit on the coordinates scale. A negative number for an X, Y, or Z coordinate indicates that the star system is west of, south of, or below Coruscant's position.

A starship's navicomputer contains XYZ coordinates for billions of systems and carries those coordinates to hundreds of decimal places. Galactic atlases don't need that level of detail; coordinates are rounded up or down to the nearest whole number, and only supplied for subsector capitals.

STAR TYPES AND THE MAIN SEQUENCE

Pre-Main Sequence Stars:

brown dwarf
Doornik-1142

protostar
Black Bantha

Main Sequence Stars:

red dwarf
Barab

orange
Yavin

yellow
Corell

yellow-white
Ropagi

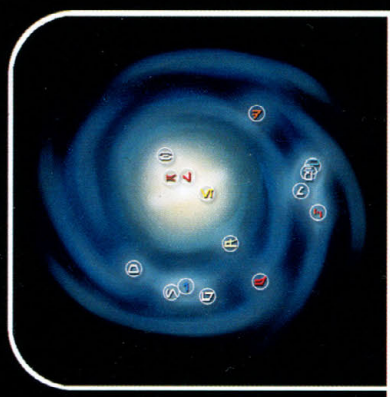
white
Colu

blue-white
Kessa

blue
Garnib

Post-Main Sequence Stars:

red giant
Sokor



Star Type		*Sample Star*	*Possibility of supporting life*	*Abundance (% of all stars)*
Pre-main sequence stars:				
brown dwarf	ᔑᓵ	Doornik-1142	unlikely	-
protostar	ᔑᓵ	Black Bantha	unlikely	-
Main sequence stars:				
red dwarf	ᒣ	Barab	unlikely	70%
orange	ᒣ	Yavin	possible	15%
yellow	ᒣ	Corell	possible	4%
yellow-white	ᒣ	Ropagi	possible	2%
white	ᒣ	Colu	unlikely	0.7%
blue-white	ᒣ	Kessa	unlikely	0.2%
blue	ᒣ	Garnib	unlikely	0.00001%
Post-main sequence stars:				
red giant	ᓭ	Sokor	unlikely	1%
blue giant	ᓭ	Ku'Bakai	unlikely	
red supergiant	ᓭ	Primus Goluud	unlikely	
Compact stars:				
white dwarf	ᔑ	Ardos	unlikely	7%
black dwarf	ᔑ	the star of the Ring	unlikely	0%
neutron star	ᔑ	Din pulsar	unlikely	0.1%
black hole	ᔑ	the Maw	unlikely	0%

blue giant
Ku'Bakai

Compact Stars:

x10

white dwarf
Ardos
(Varl system)

black dwarf
the star of "the Ring"
(Ivax Nebula)

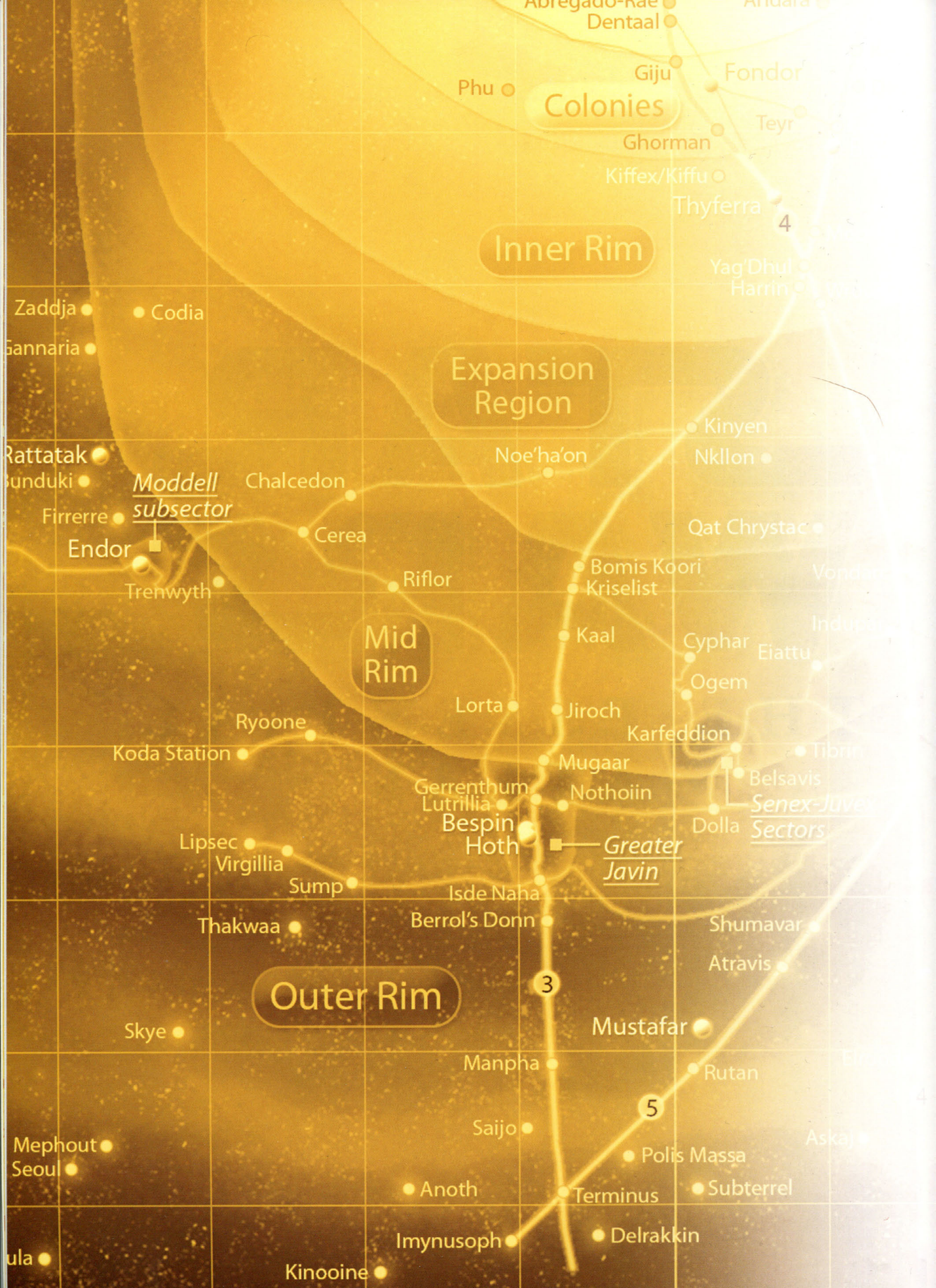
neutron star
Din pulsar
(Din Nebula)

black hole
a black hole from
the Maw cluster

red supergiant
Primus Goluud



THE ESSENTIAL ATLAS


Abregado-Rae
Dentaal
Giju
Fondor
Phu
Colonies
Teyr
Ghorman
Kiffex/Kiffu
Thyferra
4
Inner Rim
Yag'Dhul
Harrin
Zaddja
Codia
Gannaria
Expansion Region
Kinyen
Rattatak
Noe'ha'on
Nkllon
Gunduki
Moddell subsector
Chalcedon
Firrerre
Cerea
Qat Chrystac
Endor
Bomis Koori
Riflor
Kriselist
Trenwyth
Mid Rim
Kaal
Cyphar
Eiattu
Ogem
Lorta
Jiroch
Ryoone
Karfeddion
Koda Station
Mugaar
Belsavis
Gerrenthum
Nothoiin
Lutrillia
Senex-Juvex Sectors
Bespin
Dolla
Hoth
Greater Javin
Lipsec
Virgillia
Sump
Isde Naha
Berrol's Donn
Thakwaa
Shumavar
Atravis
3
Outer Rim
Skye
Mustafar
Manpha
Rutan
5
Saijo
Mephout
Polis Massa
Seoul
Anoth
Terminus
Subterrel
Imynusoph
Delrakkin
Kinooine

PART I
THE POLITICAL GALAXY

Starve the center and you reap anarchy. Feed the center and you breed tyranny. The problem is obvious to every man. A solution has been revealed to no man.
—Sayings of Ueg Tching



Ueg Tching

In historical memory the galaxy has been ruled by the Republic, the Empire, the New Republic, and the Galactic Alliance—and survived periods without coherent central authority. It has seen able Chancellors and failed ones, Chiefs of State and emperors and ruling councils. But whatever the source of their authority or the wisdom of their rule, all have struggled with the same basic questions that have shaped galactic civilization, determining everything from the patterns of colonization and the nature of government to the strategies of warfare.

To champion democracy is no brave thing. For eons, politicians have done so as naturally as they draw breath. To suggest there is a point beyond which democracy collapses on itself, yielding stagnation and eventually ruin? That demands a degree of political courage so rare as to border on the theoretical.
—Chancellor Tarsus Valorum, Official Record of the Ruusan Deliberations



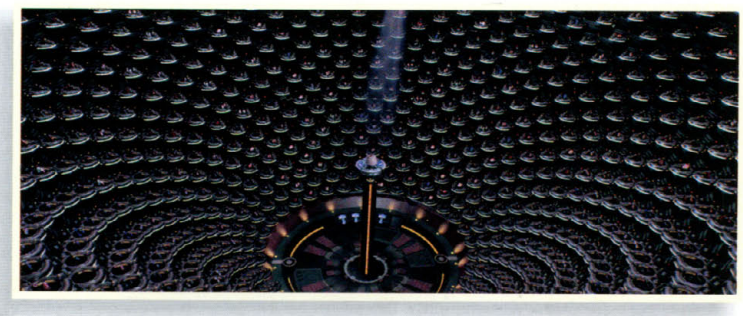
Tarsus Valorum

Originally, any planet with a large enough population had a place in the Senate. But even before the Republic expanded beyond the Core, it was obvious this model of government wouldn't work—the Senate's sheer size made debate interminable and consensus painfully slow to arrive. So the Planetary Senate gave way to a new idea. The young Republic would be divided into sectors containing no more than fifty inhabited systems—a low ceiling set because the Senate feared that giant sectors would form the seeds of breakaway empires. Under this new arrangement, planetary Senators would be represented by a single sectorial Senator. The sectorial Senate's backers won the day, but only by backing amendments allowing many of the Republic's founding worlds to keep their votes, and giving extra votes to the most powerful Core and Colonies sectors.

Sectors grew to include thousands of star systems, but even with the "rule of 50" widely ignored, within a few millennia the Republic included millions of sectors and was once again ungovernable. Following the first of the Alsakan Conflicts after 17,000 BBY, the Republic adopted the idea of a seated Senate, whose members had full rights of address, and an unseated Senate, whose members had to petition for such rights. That made debate manageable again, but bred corruption—unseated Senators found they had to trade the vast majority of their votes for the chance to be heard about those matters of importance to them. And still the Republic's vast population overwhelmed efforts at efficient representation.

The Ruusan Reformations of 1000 BBY saw Chancellor Tarsus Valorum—seeking a new answer—preside over a remarkable dismantling of central authority. Valorum did away with the Republic's standing armed forces and reorganized its millions of sectors into 1,024 regional sectors, each with its own Senator—though once again a series of exemptions favored the ancient founding worlds and the powerful Core and Colonies. And in a final loophole that would eventually become crucial to the functioning of the Republic, the right of representation was extended to so-called functional constituencies representing cultural and species enclaves.

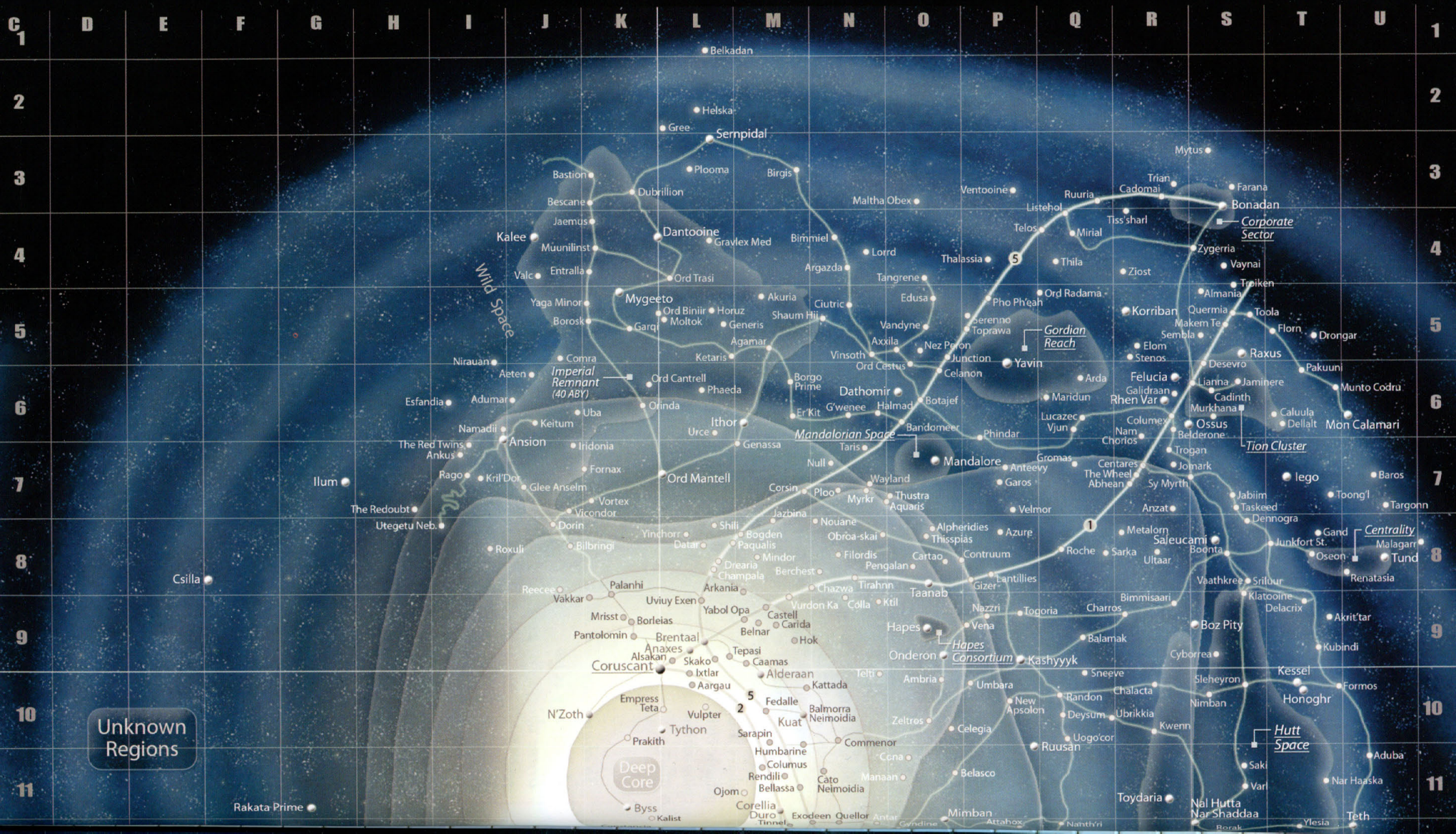
The Republic could manage its own affairs again—but the levers of power were reserved for those powerful enough to have a voice in the Senate. Corruption and cynicism became endemic, with votes openly traded. In 124 BBY the definition of a func-



The Republic Senate

THE GALAXY

"A long time ago in a galaxy far, far away...."




Core
Colonies
Inner Rim
Expansion Region
Mid Rim
Outer Rim
Wild Space
Wild Space
Zonama Sekot
(137 ABY)
Bothan Space
Moddell subsector
Greater Javin
Senex-Juvex Sectors
Arkanis Sector
Khomm
Balosar
Loronar
Byblos
Daupherm
Botor
Kitel Phard
Abregado-Rae
Dentaal
Andara
Ailon
Cyrillia
Seno Denon
Spirana
Rhommamool
Kelada
Devaron
Giju
Fondor
Phu
Teyr
Foless
Chardaan
Tynna
Iktotch
Ghorman
Bestine
Atzerri
Allanteen
Aridus
Lorahns
Kooriva
Dargulli
Kiffex/Kiffu
Thyferra
Cularin
Gamor
Vendaxa
Milagro
Nexus Ortai
Bacrana
Mechis
Yag'Dhul
Harrin
Wroona
Derra
Monastery
New Cov
Manda
Kalarba
Druckenwell
Leritor
Lahsbane
Paqwepor
Falleen
Bannistar Sta
Rishi
Ukio
Molavar
Roon
Rothana
Pzob
Kowak
Ord Pardron
Ando
Mon Gazza
Herdessa
Radnor
Iskalon
Hypori
Excarga
Rodia
Tatooine
Geonosis
Siskeen
Christophsis
Llanic
Nelvaan
Lok
Orvax
Shimia
Ryloth
Farstine
Zhar
Naboo
Enarc
Haruun Kal
Trigalis
Sanrafsix
Darknell
Arbra
Rugosa
Socorro
Vergesso
Shadda-Bi-Boran
Sharlissia
Omwat
Sullust
Eriadu
Kabal
Xagobah
Triton
Glak'dor
Vohai
Reuss
Drexel
Spice Terminus
Suarbi
Skynara
Alzoc
Svivren
Maryx Minor
Karazak
Dom-Bradden
Smuggler's Run
Naos
Shola
Gamorr
Tammuz-an
Syvris
Arami
Barab
Daluuj
Dubrava
Lannik
Nar Kaaga
Dressel
Moonus Mandel
Bothawui
Kothlis
Nixor
Daalang
Circumtore
Hollastin
Rifleb
Hypothetical Route
Zaddja
Codia
Gannaria
Rattatak
Bunduki
Firrerre
Endor
Trenwyth
Bakura
Lwhekk
Chalcedon
Cerea
Riflor
Noe'ha'on
Kinyen
Nkllon
M'haeli
Vandelheim
Woostri
Pax
Kira
Kerkoidia
Kalinda
Zolan
Rintonne
ZeHeth
Malastare
Umgul
Qat Chrystac
Vondarc
Bomis Koori
Kriselist
Indupar
Cyphar
Eiattu
Ogem
Kaal
Lorta
Jiroch
Karfeddion
Tibrin
Belsavis
Dolla
Mugaar
Nothoiin
Gerrenthum
Lutrillia
Bespin
Hoth
Lipsec
Virgillia
Sump
Isde Nahal
Berrol's Donn
Thakwaa
Ryoone
Koda Station
Shumavar
Atravis
Queyta
Sluis Van
Sevarcos
Kirdo
Dagobah
Utapau
Mustafar
Skye
Manpha
Rutan
Elrood
Cotellier
Askaj
Karideph
Vestar
Polis Massa
Subterrel
Terminus
Anoth
Saijo
Mephout
Seoul
Imynusoph
Delrakkin
Kal'Shebbol
Red Nebula
Kinooine
Trailing
Coreward
Rimward
Spinward
MAJOR TRADE ROUTES OF THE GALAXY:
1 Perlemian Trade Route
2 Corellian Run
3 Corellian Trade Spine
4 Rimma Trade Route
5 Hydian Way
Galactic North
Galactic East
Galactic West
Galactic South

tional constituency was extended to include the eldest guilds and mightiest megacorps, admitting the likes of the Mining Guild, the Bureau of Ships and Services, and the Trade Federation.

As Emperor, Palpatine sidelined the Senate, which was widely blamed for the corruption of the Republic's final years. Palpatine turned over more and more of its power to a parallel system of Moffs and Grand Moffs and finally disbanded it shortly before the Battle of Yavin. The New Republic restored the body, but soon faced familiar gridlock. The very name of the Galactic Federation of Free Alliances seemed to acknowledge the need to decentralize authority once more. But its efforts to rehabilitate planets wrecked by the Yuuzhan Vong depended heavily on centralized power, leading to the rebellion of independent-minded systems such as Corellia. And so the ancient problem of galactic democracy led once again to war.

> ***How, then, should the galaxy that lies before us be apportioned out? Should Coruscant alone say where the colony ships are to be most profitably sent? Or should it stand aside while a thousand thousand species, planets, and organizations launch a thousand thousand ships to a thousand thousand new worlds? My mind rebels at both ideas, my friends—as, I suspect, does yours. And so here we stand, seeking a middle path that may not exist.***
>
> ***—Senator Fird of Alsakan, Hearings on the Matter of Creating an Outer Expansion Zone***

In the early years of galactic civilization, the fear was that the Republic was too small to hold together: Travel and communications were so slow that many Core Worlds quickly lost control of their colonies, which formed their own region beyond the Core. But within a millennium the opposite problem dominated debate on Coruscant: Was the Republic too big to stay together?



Senator Fird

The Republic's rapid early expansion was in some ways an accident: The newly blazed Perlemian Trade Route connected the galaxy's central systems with the Tion Cluster, whose armadas soon stormed down the great hyperspace route. The Perlemian's colonies and peaceful alien civilizations sought the Republic's protection from the depredations of the Tionese and the fearsome Hutts. By granting such protection and bringing the Tion to heel, the Republic became a galaxy-spanning civilization before it truly decided that was what it ought to be.

After the war with the Tionese, the borders of the Republic expanded by odd jumps and starts, a product of officially supported colonization and countless local efforts. At times, each approach yielded the kind of spectacular failures that argued for the other tack.

The colonists who pushed into the Inner Rim along the Corellian Run found that many worlds had been stripped of resources by Corellian and Neimoidian guilds. That forced settlers to the Perlemian, where Republic authorities carefully and successfully managed colonization, creating a "bulge" of territory that remains today. In the Expansion Region, the Alsakan Conflicts in the Slice pushed settlers to trailing off the Corellian Run, with the explorers principally small companies and groups. These individual efforts were largely successful, and the area became the heart of the so-called Trailing Sectors, which remain dubious about central authority. In the galaxy's northern quadrant, the galaxy's megacorps tried to speed up the stubbornly slow pace of settlement with the establishment of the Outer Expansion Zone around 700 BBY. But the megacorps exploited the Zone's planets so ruthlessly that the Republic was forced to intervene. Corporate-driven colonization efforts by the Trade Federation and the Corporate Sector Authority have also trampled the rights of sentients.

Centrally directed efforts finally sped up settlement in the northern quadrant in the Republic's final five hundred years, and the so-called New Territories remain largely supportive of central authority. But efforts to use government policy to curb the political isolationism of the Rim worlds failed horribly in the Republic's final century: Rather than knit the galaxy back together, the taxation of Rim trade routes fueled the Clone Wars. The settlement of the Deep Core stands as one of the most successful colonization efforts directed by central authority. But that success story is rarely cited by advocates of central control—because it was ordered by Emperor Palpatine at virtual blasterpoint.

> ***Holding a planet doesn't just introduce the possibility that you will lose it. It begins the countdown.***
>
> **—Memoirs of Mon Mothma**

Every galactic power has faced the harsh reality that space is unimaginably vast, far too large for even the mightiest military force to control. An enemy defending a homeworld or a handful of colonies can be overwhelmed numerically and defeated. But an enemy without a clearly defined homeworld has a strategic advantage over even a militarily superior opponent. By sticking to hit-and-run attacks, that enemy leaves its adversary with an unpalatable choice: concentrate its forces to protect a few key worlds and look impotent elsewhere, or spread out and risk the loss of a key world. Pressure from civilians and economic stakeholders has usually forced governments to draw back and defend a number of "fortress" worlds, but that allows a stateless enemy both to regroup and to pick and choose its battles. The fortress-world strategy helped doom the Empire after the Battle of Endor, but the Empire wasn't the first to be so undone.

Any number of military forces—from the Sith to the Rebellion to the revived Empire under Grand Admiral Thrawn—have pursued the "stateless" strategy to a certain extent, often against the counsel of more tradition-minded strategists. (Mon Mothma clashed repeatedly with Alliance military figures who drew up war plans for a conquest of the galaxy beginning at Mon Calamari and working Rimward.) The standard response to the problem of the stateless enemy has been to try to deny such groups safe harbor, typically through reprisals. But overwhelming force delivered after the fact has often done more to foment resistance than it has to stamp it out. The Death Star project tried to change that grim calculus by making the prospect of reprisals so terrifying that no planet would risk aiding rebellion or separatism. But neither the first Death Star nor its more powerful successor survived long enough to put that strategy into action.

In its final years the Republic reasserted central authority over the military, restoring a standing army and navy in its struggle against the Confederacy of Independent Systems. Invoking his emergency powers, Chancellor Palpatine also appointed governors for each regional sector, charging them with responsibility for pursuing the war effort against the Separatists in their territory. This military hierarchy would eventually replace the civilian hierarchy of the Senate. But for all its successes, it failed to deliver victory over the Rebellion.

> ***Democracy? Democracy is a philosophy for humans—they gave it to themselves and to no others. For "alien" species, there has never been any choice but the manner of their subjugation.***
> ***—Borsk Fey'lya,* My Ar'krai**

Humans are the most populous species in the galaxy, and dominate its star systems. Yes, the Republic had nonhuman Chancellors—including the revered Blotus the Hutt—and the New Republic has been headed by Bothans and Calibops. But historically speaking, such leaders are the exceptions that prove a rather ironclad rule.

With humans so dominant, central power in the galaxy has often inevitably become a question of species control. The biggest threat to the Perlemian territories the young Republic rushed to protect was the Tion Cluster, but the greatest alarm in the ancient Senate concerned the Hutts, those ruthless gastropods who'd exterminated many of the human Tionese.

To scholars of many alien species, it's a given that expansion of the Republic, Empire, New Republic, and Galactic Alliance has benefited humans more than any other species. And for periods the galaxy's central government has made no secret of its anti-alien bias. For example, the Republic established its Ordnance/Regional Depots, abbreviated Ord, in the centuries after 12,000 BBY as military bases to protect human colonists from the dangers lurking in the depths of space, part of Chancellor Contispex's anti-alien crusades. The fact that so many planets bear the prefix *Ord* is certain to come up in any argument about "speciesism." So, too, is the fact that the Rimma Trade Route was largely knit together by Herglics and Givin—yet its dominant worlds (Denon and Eriadu) are ruled by humans.

The Corporate Sector attracted settlers by not-so-subtly billing itself as free of alien influences—and spacer rumor has it that many sentient species found within the Sector were exterminated before they could be cataloged. The Empire then made murderous prejudice into policy, classifying alien-dominated Core Worlds such as New Plympto as "expendable," enslaving alien species such as the Wookiees, and championing Human High Culture at every turn.

The New Republic put an end to the persecution of aliens, but not to accusations of bias. Coruscant fell amid devastating plagues that struck down its alien residents—a plot of Ysanne Isard's that ruthlessly exploited aliens' fears. And after the ruinous policies of the Empire, some aliens viewed every move by the New Republic with suspicion. Alien successes against humans—such as the Diversity Alliance's terrorist campaign and the early march of the Yevetha—were often privately cheered. Even the grim march of the Yuuzhan Vong was seen by some aliens as comeuppance for human arrogance—at least at first.

GEOGRAPHY AND THE STRUCTURE OF THE SENATE

Emperor Palpatine's dissolution of the Senate swept away an institution that had existed for twenty-five thousand years and served as the great wellspring of democracy on a galactic scale. It also eliminated a legislative body lampooned for never discarding an arcane rule, outdated tradition, contradiction, or sheer perversity. The Separatist crisis, critics argued, didn't cripple the Republic so much as it revealed that it had been born crippled—no legislative body could govern such a massive population spread out over so vast a territory.



Palpatine declares himself Emperor.

The original grant of a Senate seat to each sufficiently populated star system was soon rejected as a recipe for gridlock; it was replaced by representation at the sector level. To strict Galactic Constitutionalists this was the Republic's "founding tyranny," a cynical scheme to preserve the power of the Core and Colonies—whose key systems retained individual votes in the new Senate—against the rising tide of outlying worlds. The awarding of single-system votes caused such an outcry that a compromise was reached. Anyone acknowledged as a representative of an inhabited system could petition the full Senate—an article still occasionally invoked in the New Republic era.

The sectorial Senate soon contained millions of representatives—too many to fit on the austere benches of Coruscant's original Senate Hall, let alone govern the Republic. The number of Senators was cut down by dividing them into seated Senators with considerable powers and unseated ones with little. Predictably, the seated Senators became power brokers, and corruption thrived.

A further complication for a body that didn't need more of them: the question of how to represent colonists outside the Republic's territorial limits. Pragmatic Senators argued against overextending the Republic and leaving it vulnerable; traditionalists argued it was a betrayal of the Republic's founding principles to deny peace-loving societies protection. Eventually the Senate granted honorary, nonvoting Senatorial status to representatives of extraterritorial powers that acknowledged the Republic's ideals. This tradition, almost instantly another wellspring of corruption, also endured until the Senate's end.

It wasn't until the Ruusan Reformations that the Republic made substantive changes. Declaring that "corruption thrives where power is wielded in darkness," Chancellor Tarsus Valorum transformed the millions of sectors into subsectors divided into 1,024 regional sectors, each represented by a single Senator.

That reformation placed power in the hands of a very few, and one reform in particular raised traditionalists' ire: the extension of Senatorial rights to the Republic's "functional constituencies." Upon becoming a functional constituency in 124 BBY, the Trade Federation bought up vast blocs of votes from poor sectors and gained control of key appointments in the bureaucracy. By the time of the Clone Wars, the Trade Federation was the Senate's greatest power, and gridlock left the body paralyzed in the face of the Separatist threat.

Declared Emperor, Palpatine immediately assaulted what powers the Senate hadn't already handed over. The Sector Governance Decree established a system of military governors that soon developed into a parallel bureaucracy of subsector Moffs answerable to Grand Moffs in newly chartered regions and security oversectors. By then the Senate had lost veto power over Imperial decrees and become an advisory body—and a hotbed of separatism and rebellion. Days before the Battle of Yavin, the Emperor dissolved the Senate after it failed to criticize Mon Mothma's Declaration of Rebellion.

It fell to the Alliance to imagine a reconstituted Senate in a restored Republic—one that would respect the traditions of its ancient worlds while giving a voice to its new citizens, neither succumbing to gridlock nor suppressing fair representation. As former Senators and students of history, Rebel leaders such as Leia Organa, Mon Mothma, and Garm Bel Iblis knew that would be difficult. They were correct: Little by little, efforts to reform the Senate were abandoned, until the body seemed as steeped in ancient traditions and gridlock as it had ever been.

SYSTEMS, SECTORS, OVERSECTORS, AND REGIONS

The known galaxy includes nearly a billion inhabited star systems, from uncharted settlements set up by smugglers to megalopolis worlds where scarcely a meter of untouched ground remains. Nearly seventy million of those star systems were sufficiently populated for representation of some sort in the Galactic Empire, a vast bureaucracy responsible for the affairs of more than one hundred quadrillion beings—and the apogee of centralized power.

Until the final days of the Republic, Senators governed systems and sectors, and regions were largely cultural entities. But Senatorial control proved a poor match for the struggle against the Confederacy of Independent Systems, leading Supreme Chancellor Palpatine to enact the Sector Governance Decree.

While leaving the Senate intact, the decree created a parallel system of governors and Moffs charged with maximizing the efficiency of the Republic's war effort. With the disbanding of the Senate, these governors assumed direct control of their territories. In restoring the Senate, the Republic abolished the system of governors, though it survived in the rump Empire and some sectors.

Star Systems

Planetary governors represented the Empire on a single world. Their writ typically extended to an entire star system, with exceptions for systems that included multiple planets with huge populations or very different cultures, such as Corellia. In the eldest parts of the Core Worlds, systems and even individual planets are centers of political power, a relic of the Republic's origins; elsewhere, systems are subservient to subsectors, sectors, and regions.

Under the Empire, planetary governors were rarely native to the system they governed—a tactic designed to prevent them from becoming entangled in local politics. In fact, they were encouraged to remain aloof from such politicking entirely, letting planets run their own affairs unless such courses of action conflicted with Imperial goals. Planetary governors took their orders from a Moff.

Subsectors and Sectors

Originally the star systems of the Republic were organized into sectors, generally limited to fifty systems with substantial populations. As the Republic expanded, the huge number of sectors led to gridlock. Some sectors swelled to include thousands of inhabited worlds, but galactic civilization continued to grow wildly, until there were millions of sectors.

The Ruusan Reformations reorganized the galaxy into 1,024 regional sectors divided into constituent subsectors. (The Mid Rim's Chommell sector, though fairly sparsely settled, contained some forty thousand inhabited worlds.) Under Republic law, during states of emergency the Chancellor could appoint a governor-general to coordinate military action with the Senator of a troubled sector. Chancellor Palpatine invoked this once obscure law frequently during the Clone Wars, arguing that passage of the Reflex Amendment made it not just his right but his duty. As Emperor, his Sector Governance Decree then appointed a new permanent

class of governors for the regional sectors. In a tribute to the small space empires from whence the Republic emerged, these new regional governors bore the title of Moff.

As the Empire consolidated control over the galaxy and further sidelined the Senate, it created a new hierarchy of subsector governors to support the regional governors. These subsector governors were also called Moffs; to differentiate among individuals with the same title but very different powers, the regional sector Moffs were usually called regional governors. While subsector Moffs reported to their regional governors, each regional governor reported to one of the Emperor's advisers.

Palpatine also overturned some problematic aspects of the Ruusan Reformations. The Reformations included a moratorium on the creation of new sectors, but those searching for a better life kept pushing beyond the Republic borders, reclaiming former republic systems and settling new worlds. Some of these systems were annexed by existing sectors, which caused outlying ones to swell to gargantuan proportions. Some systems became territories governed by the Republic bureaucracy and denied direct Senate representation on the grounds that Senators were obligated to represent not only their direct constituents but all Republic citizens. And some systems were grouped together in a variety of special zones and districts, becoming de facto possessions of "functional constituencies" that were represented in the Senate or megacorps that weren't.

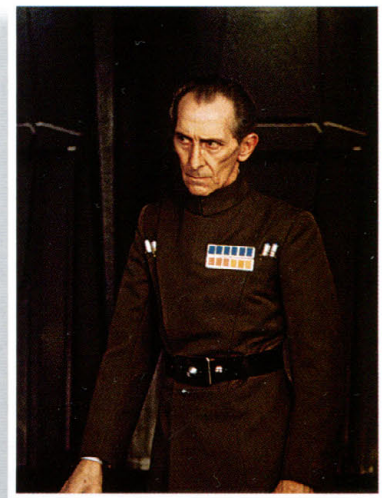
All of these approaches caused considerable strife: Old-line coreward sectors saw the rimward megasectors as yet another assault on their power, territorial subjects complained bitterly that their "virtual representation" was a farce, and judicial crusaders took up the cause of those ruled by megacorps in areas away from Republic eyes. The reforms of 124 BBY sought to address these issues. The megacorps were reclassified as functional constituencies, extending Senate representation to their zones and districts. And the Republic allowed many settled areas outside the regional sectors to incorporate as freestanding subsectors, with their representatives reporting to an associated sector. After becoming Emperor, Palpatine repealed the moratorium on new regional sectors, creating many new ones by dividing up existing ones and grouping together freestanding subsectors. Under the Empire, unincorporated territories that petitioned for admission became new freestanding subsectors, and were added to existing or newly created regional sectors as events warranted.

Oversectors and Priority Sectors

Palpatine's Sector Governance Decree also gave twenty of the new Moffs responsibility for supporting the Republic's twenty Sector Armies. These Moffs' military territories, dubbed oversectors, matched their armies' sphere of operations, crossing the boundaries of the regional sectors and freeing these powerful officials from the need to constantly consult with quarrelsome Senators.

After the Separatists' defeat, one of those Moffs—Eriadu's Wilhuff Tarkin—suggested a reorganization of these oversectors as part of the Empire's militarization. Some were left in place, such as Imperial Center Oversector—dubbed Sector One for its traditional place at the beginning of military briefings. Others were expanded: The Greater Seswenna sector, for example, became Oversector Outer. Still others disappeared, replaced by a shifting number of oversectors made up of rebellious systems. At the time of the Battle of Yavin, for instance, the Bright Jewel Oversector included systems such as Ord Mantell, Toprawa, Junction, and Yavin itself. Once oversectors became a permanent part of the Empire, the ancient title of Grand Moff was revived for the Moffs that controlled them.

Oversectors were sometimes called priority sectors, though that term was properly applied to areas where the Empire was pursuing active military campaigns or special military projects. The Death Star project was considered a priority sector.



Grand Moff Tarkin

Regions

The largest territorial entities in the Empire were regions—a term with a long and varied history in the galaxy.

In the Republic's first centuries of expansion, it encountered many satrapies and mini empires. Warlords who joined the Republic instead of fighting it received the title of Moff or Grand Moff of an Allied Region. Over the millennia, most of those regions were divided into Republic sectors and faded away. The few Moffs and Grand Moffs that remained held ceremonial titles, until the Ruusan Reformations swept away these last remnants of the ancient Republic. But traditions die hard. Many peoples of the galaxy retained a sense of identity derived from these old regions, and they cheered the revival of the title of Moff in a new capacity, as a check against the corrupt Senate.

Few Allied Regions survived into Imperial times, and most that did were small areas of space in the Core or Colonies, such as the Ollonir Boundaries and the Botor Enclave. The most famous modern regions are vastly larger, and correspond to stages of galactic exploration and settlement: the Deep Core, Core Worlds, Colonies, Inner Rim, Expansion Region, Mid Rim, and Outer Rim Territories. And outside the boundaries of those regions was the galactic frontier—Wild Space and the Unknown Regions.

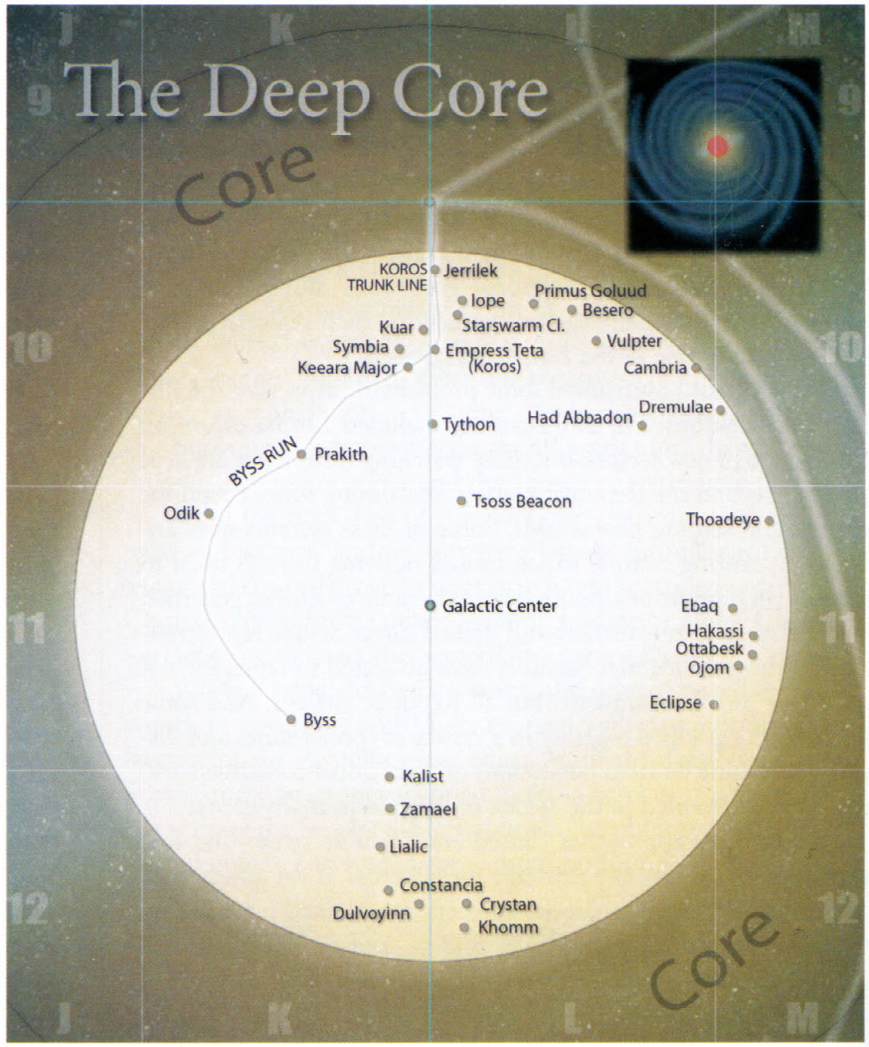
THE DEEP CORE

The Deep Core sounds enticing—it's the center of the galaxy, after all. But the reality isn't so appealing: This innermost region of the galaxy is a pitiless blaze of stars packed closely together, a place where navigation is difficult and life is very rare. Despite its proximity to some of the oldest civilizations of the galaxy, much of the Deep Core remains unexplored.

Travel within the Deep Core ranges from difficult to impossible. With the stars so close together, even a slight navigational miscalculation means a collision and death. Very few safe hyperspace routes are known, and those must constantly be remapped. Far enough into the Deep Core, the stars are so close together that the tangle of mass shadows makes hyperspace jumps impossible—and at the very center of the galaxy there are no stars at all, just gases spiraling into a massive black hole.

For millennia, the dominant world of the Deep Core was Empress Teta, the city-planet originally known as Koros Major. The ancient Korosians discovered that space travelers could be frozen in carbonite for the long journeys between the stars, an advance that spelled the end of the era of generation ships. Koros Major's vast carbonite deposits made it a boomworld and one of the strongholds of the young Mining Guild; shortly before the foundation of the Republic, hyperspace scouts blazed the Koros Trunk Line from Koros to Coruscant. The Republic discovered a handful of other habitable worlds, including Khomm and Vulpter, with their indigenous sentient species, but colonization naturally spread out from the Core into less hazardous reaches of space, instead of into the perilous Deep Core.

That changed with the rise of the Empire. Chancellor Palpatine had secretly dispatched thousands of probe droids into the Deep Core during the Clone Wars, with a handful finding workable routes. As Darth Sidious, Palpatine gave these routes to General Grievous, allowing the Separatists to make a surprise strike on Coruscant in one of the last battles of the Clone Wars. As Emperor, he ordered the seizure of Empress Teta's carbonite mines, and used the planet as a staging point for following the probots' leads. Rumor has it that brave scouts found hundreds of potentially habitable worlds in the Deep Core—and were killed to ensure that this knowledge remained secret. Palpatine then chose a few of these new worlds for colonization. The promise of power, credits, and control drew wealthy nobles and those seeking to curry his favor to these new colonies; within a decade the Emperor had established a new region fiercely loyal to him.



The Deep Core was unique among regions of the Empire in that its borders were set by mathematics. The Rimward boundary of the Deep Core, known as the Horizon, marked the points at which the accuracy of hyperspace jumps using astrocartographic data about a month old fell below navicomputers' safe margin of error—a product of the density of realspace bodies and stellar velocities in the Deep Core. Exceptions were carved out for established Core systems over the Horizon, such as Ator, but such systems were rare.



Thoneworld of Byss

The Empire declared the entire Deep Core a security zone; to travel within it, starships needed authorization from both the Bureau of Ships and Services and the Imperial Security Bureau. Keeping spacefarers safe was BoSS's job; preserving the Emperor's secrets was the ISB's. The Empire typically restricted hyperspace jumps in the Deep Core to a couple of systems at a time, requiring ships to check in with Imperial patrols and receive the near-daily astrogation updates required for safe navigation. Starhoppers seeking to evade such scrutiny found the Deep Core's hyperspace routes prowled by Interdictor cruisers and littered with gravity mines and non-mass transceivers, a daunting combination known as the Hyperspace Security Net.

The greatest of the new Imperial worlds was Byss, located at the terminus of the winding, perilous Byss Run, kept open by hundreds of non-mass S-thread boosters planted in hyperspace at staggering expense. The Emperor's personal retreat, Byss was eerily beautiful, but twisted by the energies of the dark side of the Force. Farther out along the Byss Run spacers came to Prakith, a fortress world that housed the Citadel Inquisitorius, home to Palpatine's deadly High Inquisitors. Other Deep Core worlds were even less welcoming: factory worlds, agricultural colonies, and mines populated by undesirables, prisoners, and slaves. From the grim desert penal colony of Kalist to the junkyard world of Vulpter to the pitch-black lumni-mines of Besero, many Deep Core worlds are the stuff of dark rumors and mutterings.

After the Empire's fall, the Deep Core remained strongly loyal to the Empire, with warlords such as Delvardus and Harrsk hiding their forces among the blazing suns and seeking to keep Palpatine's dreams alive on his colony worlds. After the defeat of Grand Admiral Thrawn, the resurrected Palpatine rallied the warlords' forces to his banner on Byss, then led them out of the Deep Core to as-

sault Coruscant. Palpatine was slain aboard the *Eclipse,* but reborn yet again on Byss, from which his latest superweapon, the Galaxy Gun, blasted worlds out of existence with hyperspace projectiles. The Galaxy Gun was destroyed in a collision with the *Eclipse II;* its final projectile blasted Byss into atoms.

After the destruction of Byss and Palpatine's final death, the Deep Core once again proved an ideal hiding place for the Empire's unrepentant warlords and dead-enders—whose squabbles often blossomed into open warfare. Admiral Daala killed most of the warlords after luring them to Tsoss Beacon, an abandoned space station in the heart of the region. Between her disappearance in 17 ABY and her reemergence in 40 ABY, the only Deep Core warlord of note was Foga Brill, who turned Prakith into a fortress against a Republic invasion. That never came—Prakith's isolation and Brill's paranoia eventually left the system impoverished and desperate, and a cabal of Imperial forces killed Brill and negotiated peace with the New Republic. During the war against the Yuuzhan Vong, Admiral Gilad Pellaeon gave the New Republic data about secret Imperial hyperroutes into the Deep Core. New Republic forces led the Yuuzhan Vong into an ambush at Ebaq 9, and their victory there was one of the turning points in the war. With so many worlds ruined or scarred by the Yuuzhan Vong invasion, however, recolonization of the Deep Core seemed like a mad dream from another era.

THE CORE WORLDS

When Rimmers gripe of the "bright center of the universe," no further elaboration is required. While not literally the center of the galaxy, the ring of stars and planets hugging the disk's bulging axis is a region steeped in superlatives. The Core is the source of the Republic, the birthplace of the human species, and the undisputed hub of galactic culture, finance, high tech, education, and fine arts. "Those who don't live here wish they did," say its residents, who have earned their reputation as snobs. But given the surroundings, few can argue that a certain degree of smugness from Core Worlders is justified.

Almost all interstellar companies have an office in the Core, and most have their corporate headquarters there. Noble houses also hold great influence in the region, with many families—including the Tagges and the Valorums—boasting lineages that stretch back tens of thousands of years. Immigration into the Core is a constant stream, as billions of ambitious hopefuls from outlier regions follow its bright glow in pursuit of wealth and fame.

Not everyone succeeds. Core living is far more expensive than anywhere else in the galaxy, and even the glitziest Core worlds are marred by wretched slums. But the interaction of so many smart and competitive minds leads to innovation, and thus Core Worlders are constantly improving the things that make the Core great.

Its worlds are storied and striking. The region's treasures include the shipbuilding powerhouses Kuat and Nubia, the stunningly urbanized trade hub Ixtlar, the medical wonderworld Rhinnal, the rich agricultural kingpin Salliche, and Galand, a world girded by endless equatorial roadways that has become the holiest shrine of the H'kig religion. Most worlds are human-dominated, the result of tens of millennia of unofficial Republic reinforcement of human culture. This bias became law with the establishment of Palpatine's Empire. Alien homeworlds in the Core that could point to long-established governmental ties (such as Duro) largely escaped Palpatine's abuses. Lesser-known alien outposts, from New Plympto to Orooturoo, fared far worse.

Coruscant is the ultimate symbol of the Core and the key to understanding the region. Industrialized for tens of thousands of years prior to the Republic's foundation, Coruscant is believed to have spawned the human species. Tales of a forgotten war between the thirteen human Nations of Zhell and their eventual victory over the Taungs (the ancestors of the Mandalorians) still resonate through modern Coruscanti art.



Coruscant's legendary ecumenopolis

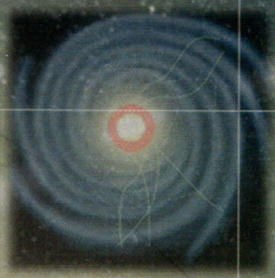
Coruscant endured centuries of slavery at the hands of the Rakata even as it launched sublight "sleeper ships" in every direction, spreading the human species to worlds including Alsakan, Csilla, Metellos, and Alderaan throughout the centuries from 27,000 to 26,000 BBY. Other prominent Core worlds, including Corellia, appear to have been nudged into their alignments by the enigmatic Celestials.

The collapse of the Rakatan Empire—and the reverse-engineering of the Rakatan hyperdrive—led to a second wave of colonization that enveloped a small patch of the Core. This cradle of the early Republic became known as the Tetrahedron, named by a Duros hyperspatial physicist who romantically (and somewhat inaccurately) proclaimed Coruscant, Alderaan, Corellia, and the Ginn Jump to be the four vertices of a pyramid of space that called to mind the perfect geometric solid. Simultaneously, scouts discovered the hyperspace superhighways that would become known as the Perlemian Trade Route and the Corellian Run, triggering eastward expansion along the newly defined Slice. The portion of the Slice that fell within the Clone Wars carried the nickname the Arrowhead, and Anaxes, Basilisk, and Ixtlar became some of the earliest beneficiaries of the expansion boom.

Colonization of the Core created a semicircular ring that extended down to Abregado-rae in the southern quadrant. This arc is still considered the cream of the Core, with its worlds displaying a positive digit in their coordinates that indicates a location east of Coruscant. Over the subsequent millennia, western expansion created a second semicircle to mirror the first, but these western worlds—Core Worlds only in name—are disparaged as "the Negs" by those with positive-coordinate bragging rights.

The Core has traditionally been insulated from hardship. Government indulgences and its citizens' natural wealth help protect it from economic vagaries, buoyed by such treasures as the Ag Circuit (a string of factory-farm worlds owned by Salliche Ag), the proud, semi-independent colonies of the Illodia sector, the Bormea/Darpa Corridor (the rich segment of the Perlemian covering Corulag, Chandrila, Brentaal, Esseles, Rhinnal, and Ralltiir), the knot of

The Core



Kidiet Olgo
Mamendin
Denevar
Merakai
Farrfin
Challon
Pantolomin
Twith
Shawken
Esseles
Ralltiir
Dachat
Voon
Scipio
Velusia
Chandrila
Rhinnal
Corann
Hyabb
Galvoni
Thorgeld
Brentaal
Xa Fel
Thokos
Anaxes
Corulag
Ragoon
Weerden
Grizmallt
Tepasi
Tanjay
Alsakan
Skako
Korfo
Caamas
Coruscant
Basilisk
Metellos
Norkronia
Stassia
Foerost
Ixtlar
Vultar
Alderaan
Alland
Ruan
Yulant
Wukkar
Palawa
Salliche
Aargau
Kailor
Aldraig
Tyed Kant
Worru'du
Spira
Broest
Xorth
Galand
Aradia
Fresia
Demophon
Cal-Seti
Glithnos
Tamban
Galantos
Fedalle
Raxxa
J't'p'tan
N'Zoth
Vuma
Kuat
Kokash
Pollillus
Talravin
Ator
Leria Kerlsil
Pria
Ruul
Sarapin
Humbarine
Trellen
Perma
Mawan
Lolnar
Seyugi
Recopia
Columus
Loretto
Rendili
Lettow
Baraboo
Rehemsa
Bellassa
Sedratis
Samaria
Jaciprus
Voktunma
Goorla
Rydonni Prime
Sacorria
Corellia
Duro
Nubia
Karvoss
Tinnel
Hemei
Shumogi
Loedorvia
Gama
Chasin
Balosar
Chamm
Lujo
Danteel
Osssorck Nebulae
Daupherm
Kobaria
Botor
Thomork
Shulxi
Questal
Cortina
Thracior
Condular
Lansono
Kitel Phard
Azbrian
Gandeal
Inysh
Thebeon
Gerrard
Cuvacia
Eamus
Frego
Sestria
Plexis
Dahrtag
Abregado-rae
Andara
Steelious
Dentaal
Iphigin
Illodia
Belgaroth
Delphon
Diamal
Deep Core
Colonies
Inner Rim
NAMADII CORRIDOR
PERLEMIAN T. R.
COMMENOR RUN
METELLOS T. R.
AG CIRCUIT
HYDIAN WAY
CORELLIAN RUN
TRELLEN T. R.
CORELLIAN T. S.
GIJU RUN
RIMMA T. R.



Galaxies Opera House on Coruscant

manufacturing planets inside the sterile Humbarine Rule, and the high-security military trophies to be found in the Kuat sector. Robust planetary and sector defense forces stem the abuses of pirates and crime lords. Many wars rage in the Rim. When fighting reaches their shores, say Core Worlders, the situation must be dire indeed.

But major conflicts have indeed rocked the Core, from the Duinuogwuin Contention to the Great Hyperspace War. The region was largely spared the devastation spawned by the Clone Wars and the Galactic Civil War, but the post-Endor years saw much of the region consumed by bedlam and infighting as factions tussled over the rich prize that is the Core. The benefits of holding the Core are much more than symbolic—possession of the region guarantees a chokehold on the five most trafficked hyperlanes in the galaxy, as well as domination over millions of lesser routes and rights to an impossibly advanced technological infrastructure. Coruscant changed hands several times, at one point suffering so much damage that billions fled offworld.

Things didn't improve for the Core during the Yuuzhan Vong War, and the invaders hunkered down on Coruscant for two years until Galactic Federation forces turned the tide. Although Coruscant will forever be a target of symbolic conquest, the rest of the Core has since rebounded culturally and economically. Fittingly, its citizens are as pompous as ever.

ASTROCARTOGRAPHY, NAVICOMPUTERS, AND TRADE ROUTES

The stars appear fixed, but this is an illusion: They are always in motion, careening around the galaxy at speeds measured in kilometers per second. Given enough time, their relative positions will shift like sand, remaking stellar neighborhoods and erasing safe routes between star systems.

Fortunately, astrocartographers usually have enough time to keep up, adjusting hyperspace routes minutely to ensure that navicomputers keep their starships' occupants safe while traveling through hyperspace.

The discovery of the hyperdrive led to the birth of galactic civilization: Eons ago even short interstellar trips required putting travelers in cybernetic hibernation or dispatching "sleeper ships." But hyperdrives are only half the story: Without a way to calculate safe routes through hyperspace, only the foolhardy would travel at faster-than-light speeds. Every unique point in realspace has a corresponding unique point in hyperspace, and objects in one dimension cast "shadows" in the other. Careless astrogation can run a starship into a star or planet, with fatal results.

Safe hyperspace travel requires plotting a course around the mass shadows of every large object between two points in realspace. Finding such safe routes requires an enormous number of careful surveys of space and brute-force calculations, an arduous task still pursued in the wilds of the galaxy by hyperspace scouts. These brave explorers blaze trails to new star systems the same way their forerunners did millennia ago: They make repeated micro-jumps through space, scanning ahead after each, then stitch those small jumps into a complete route. The more trips taken along a route, the better obstacles' positions can be fixed and the faster ships can travel safely. Constant tweaking lets well-traveled routes remain stable, while the galaxy's ceaseless whirl can wipe away infrequently used ones away within decades. Spacers hunting treasure know that star maps aren't like surface ones: Plugging an old star chart into your navicomputer is an excellent way to get killed.

Even a short jump requires estimating the positions of a huge number of realspace objects—a task that demands immense computing power and memory. The shipboard computers of the Republic's early days struggled to compute jumps quickly and had only enough memory to store information about a handful of routes. Such computations were left for jump beacons, massive supercomputers constructed in open space along established hyperspace routes. As many as twenty jump beacons were knit into a local network, with an individual beacon transmitting astrogational information about whatever portion of a starship's flight plan its local network covered. By jumping between beacons on the edge of local networks, starships could make their way across the Republic in relatively short order. The jump-beacon network, still in use through the Great Sith War, extended into the Slice as deeply as Quermia and Ryloth, with Hutt sabotage of the devices a frequent concern for those seeking riches in the far Rim.



Two hyperspace scouts chart the stars.

Exponential increases in computing power eventually let navicomputers store thousands and then millions of hyperspace routes, ending the jump-beacon era. A few beacons remain in service at the border of nebulae and other areas where rapidly changing conditions make even recent astrogational data unreliable, and in areas where navigational data is restricted for reasons of military or economic security. Rumor has it the Hutts use ancient beacons in the heart of their territory to lock slave-crewed ships into their routes. Elsewhere, the few beacons that haven't been salvaged are mute derelicts.

Updating and recalculating well-known routes is the duty of the Space Ministry. Updates are available for a nominal fee from ministry offices or downloaded as a standard part of docking procedures at many spaceports. As part of the same process, route and sensor data from starships' navicomputers is routinely uploaded and collected for analysis by the ministry's astrogation bureau, after which it becomes part of new updates. Refusal to share navicomputer data about established routes is illegal, and almost universally condemned by spacers as selfish and dangerous. That doesn't apply to data about new routes, however: Scouts, smugglers, and legitimate captains all guard such knowledge jealously. Put any group of spacers in a cantina and within a couple of rounds they'll be telling fanciful tales of spacer guilds, shipping companies, and entire species that supposedly make their living from secret trade routes.

Because it's so much faster to use well-known, frequently traveled hyperspace routes, finding the quickest trip between two points can be counterintuitive. Star System A and Star System B might be linked by a trade route just a few dozen light-years long, but if few ships use that route, travel along it will be agonizingly slow, with spacers better off traveling hundreds of light-years along a heavily trafficked route between Star System A and Star System C, then hundreds of light-years back along another busy route to Star System B. For example, to travel between Malastare and Druckenwell—two worlds in the southeast Mid Rim—ships typically hop all the way to the Inner Rim to make a route switch at Denon.

For spacers, the stuff of nightmares is a navicomputer whose data has been corrupted or erased by ion damage, a power surge, or some such malady. Wise starhoppers keep an up-to-date clone of their navicomputer separate from their ship systems. Should that not be enough, every reputable shipwright includes a strongbox bolted to the underside of the engineering-station console. Inside are a simple astrogation plotter and a chart of the galaxy's pulsars and variable stars—stars whose brightness oscillates regularly. Each pulsar and variable has a unique signature; finding just two such objects will let a marooned spacer calculate his or her position and start figuring out how to get home. It's not an easy process, but it's infinitely preferable to exile in the dark of interstellar space.

A SPACER'S LIFE— BoSS AND THE ImPeRe

From a conversation with Platt Okeefe over Elba beers on Kwenn Space Station, 1 BBY.

So you want to be a starhopper? First thing to know, kid: All that empty space between the stars isn't empty. It's filled with rules and regulations designed to make sure you're qualified to fly your bird, it's spaceworthy, and whatever weapons you've got are for defensive purposes, as well as to explain what you can and can't do in terms of trading goods and flying with systems.

If you're a starhopper, you'll have to pay attention to all these regs. If you're a smuggler . . . well, that's different.

The agency in charge of space travel is the Imperial Space Ministry, a branch of the navy. The ministry constantly reviews the *Imperial Spacefaring Regulations,* updating rules and making new ones. Renew your flight certification and you'll automatically get these updates in the *Spacers' Information Manual.* The ministry also handles spaceport certifications and inspections and updates astrogational information—everything from updated charts and routes to new mappings. Unless you like flying into a newly charted brown dwarf, you'll want to stay current on those. The ministry also handles travel and carriage permits for everything from restricted cargo to restricted alerts.



Smuggling legend Platt Okeefe

When it comes to your starship, you're not dealing with the ministry—that turf belongs to the Bureau of Ships and Services, or BoSS. You ever meet a BoSS hierophant, kid, you're in for a trip. BoSS has been run by a handful of clans for eons. They've got their own weird traditions and language and secrets. Lots and lots of secrets. Even the Empire doesn't mess with BoSS. You don't want to, either.

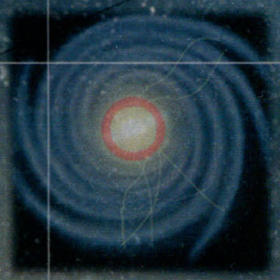
BoSS keeps records of starship registrations, transponder codes, flight certifications, and weapon load-out permits, as well as astrographical and navigational information. It's constantly updating its databanks and transmitting them to starports and enforcement agencies. When you get your registry and accreditation, you'll also get a BoSS datapad. When a port official or Imperial boarding party asks for papers, this is what you hand them. If your papers aren't in order, kid, welcome to Kessel. Or maybe Akrit'tar. How do you get around BoSS? Leave that to the pros: You need your friendly neighborhood document forger to craft you some well-scrubbed data, and a well-connected slicer to slip all that sunshine into BoSS's data banks. Some free advice: Don't be cheap getting your BoSS profile doctored. If your data isn't clean, you may as well report to the nearest spice mine.

Still, you'll get caught eventually. So you better know the ImPeRe—the Imperial Penal References. There are five classes of ImPeRe infractions, ranking from Class Five to Class One in severity. Remember, though, that customs officials are all different—"a Hutt's Class Five is an Iotran's Class One," as we say. And as with most of life, location is everything. Be particularly careful in Sector Zero—that's the spacer name for Imperial Center Oversector, which contains all the worlds whose XYZ coordinates are positive and start with a zero. A middling infraction in the Inner Rim can cost you your ship in Sector Zero.

Class Fives are usually no big deal—they're for stuff like violating local import–export laws or lacking emergency equipment. Quints will get you a fine, which you can usually duck by slipping a local officer what we spacers call a personal benefit fee.

Class Fours are for stuff like expired licenses, minor tax evasion, or transporting run-of-the-mill narcotics without a permit. Any Corellian will tell you you're not a real smuggler until you've rung up your first Quad. Careful on the narcotics, though—local

The Colonies



Deep Core

Core

Inner Rim

Sif-Uwana
Baradas
Nierport
Noquivzor
Ord Antalaha
Dankayo
Kluistar
Kiribi
Vakkar
Thrantin
Palanhi
SHWUY EXCHANGE
Arkania
Uviuy Exen
Doldrums
Raithal
Shulstine
Castell
Ifmix
Belnar
Ord Mirit
Wakeelmui
Mrisst
Venjagga
Nara
Borleias
Yabol Opa
Carida
Delle
Argai Minor
Dakshee
Batorine
Teardrop
Shelkonwa
Jatir
Hok
Corrot'n
Tibro
Manwess
Grandine
Parkis
Kattada
Resht
Uquine
Xobome
Balmorra
Neimoidia
Faro
Foundry
Commenor
Damoria
Chorax
Vladet
Cato Neimoidia
Hensara
Darek
Talasea
Vanjervalis
Lankashiir
Exodeen
Quellor
Boudolayz
Herzob
Besnia
Koensayr
Loronar
Aquilae
Byblos
Arat
Fraca
Pencael
Havricus
Hjaff
Belazura
Sanjin
Bryexx
Motexx
Enisca
Froswythe
Candoria
Omar
Vindalia
Trunska
Zenox Cluster
Giju
Kelada
Cilpar
Fondor
Bassadro
Devaron
Phu
Mrlsst
Laakteen Depot
Teyr
Vaykaaris
Whelori
Ophideraan
Vulvarch
Ghorman
HYDIAN WAY
PERLEMIAN T. R.
NAMADII CORRIDOR
COMMENOR RUN
TRELLEN T. R.
QUELLOR RUN
GIJU RUN
SHIPWRIGHTS' TRACE
CORELLIAN RUN
HYDIAN WAY
RIMMA T. R.
CORELLIAN T. S.

law enforcement can get touchy about some substances, and the Imperial Navy *hates* spice jockeys.

Class Threes govern attempted bribery or illegal transport of higher-value goods. A Trip is a big deal if you're in a fancy starport or looking across your BoSS pad at an angry Imp. Away from the bright lights, a donation to the local widows-and-orphans fund will make most Trips go away. Unless you've already drawn a Trip for attempted bribery, of course. You laugh, but I knew this dumb-as-a-dinko Rodian freighter jock who racked up a double-Triple that way . . .

Class Twos cover illegal transport of really expensive stuff and guns—running them and mounting them. Deuces can be heavy weather, kid. If you're caught moving blasters or your BoSS pad doesn't include those shiny new quad lasers, you'll probably wind up in the local brig, lose your ship, and draw a big fine. And if the Empire deals you a Deuce for piracy or Rebel activity, you can disappear.

Class Ones? Attacking other spacers, aggression against Imperial personnel, having a cloaking device, and conspiracy to overthrow the Empire. Capital offenses, in other words. An open Ace is a homing beacon for bounty hunters and stormtroopers, kid. You draw one of these, and it won't matter how many Elbas you buy me—I never knew you.

THE COLONIES

Only when compared with the Core Worlds do the Colonies seem anything less than the pinnacle of galactic civilization: The region contains many of the galaxy's wealthiest worlds, from sprawling urban worlds dedicated to industry and trade to garden planets whose every meter is carefully cultivated.

The settlement of the Colonies began even before the founding of the Republic, as explorers from wealthy Core Worlds landed on new planets and sought to build them into mini empires. With faster-than-light travel and communications still painfully slow, most of these early empires unraveled within generations, with the Colony worlds shaking off the yoke of their founding worlds—for example, Balmorra and Commenor declared their independence from Humbarine, Byblos and Loronar broke with their Corellian masters, and Duro lost control of its colony on Neimoidia. The expansion into the Colonies helped pave the way for the Republic's formation, as a galactic government promised to curtail conflicts between Colony worlds and their former sponsors.



An Arkanian negotiates transport with a Herglic and a Devaronian.

Settlement of the Colonies began via generation ships sent out from the Arrowhead, as the Core Worlds' part of the Slice is known, with planets such as Balmorra, Commenor, and the Duros colony of Neimoidia dating back to the very dawn of the Republic. But the expansion accelerated with the blazing of the Corellian Run and the Perlemian Trade Route. The Corellian Run soon boasted major systems such as Loronar, with its sprawling shipyards, and Pencael with its string of urbanized worlds, forming the basis of an industrial juggernaut. The Perlemian also was home to thriving young worlds: Yabol Opa with its great university, the fortress world of Raithal, and the massive farm worlds of the Delle system.

While civilization spread along these two great routes, brave explorers followed scouting trails elsewhere. Arkania became famous for its canny scientists and diamond mines, while merchants followed Devaronian and Herglic spacers to their homeworlds. Within millennia, the section of the Colonies within the Slice had been thoroughly explored and crisscrossed with trade routes, with explorers pushing on into the Inner Rim. Trade with Devaron, Giju, and distant Kinyen would eventually open up the "western" Colonies, served by the Corellian Trade Spine and the Rimma Trade Route. A locus of human settlement in the west was Procopia, the greatest world of what would become the Tapani Empire and later the Tapani sector. (Belnar and its Khil colonies would prove a similar lure in opening the "northern" Colonies to settlement, with Shelkonwa, Merakai, Minkring, Purnham, and the rest of the Shelsha sector worlds all founded during a burst of Khil exploration.)

The Colonies have long celebrated themselves as the economic engine of the galaxy, the meeting ground for Core wealth and Rim raw materials. Let the Core concern itself with the vainglories of culture and heritage—in the Colonies a being's worth is measured by productivity, not potential. Coruscant, for its part, has traditionally regarded the Colonies warily. Many of the crises that plagued the young Republic—issues of fair representation, the despoiling of systems, and plagues of piracy and slavery—first reared their heads in the Colonies, and many an economic or political complaint from a Colonies world has fed the fires of separatism and rebellion. And then there's the fact that war against the seat of galactic government invariably leads through the region.

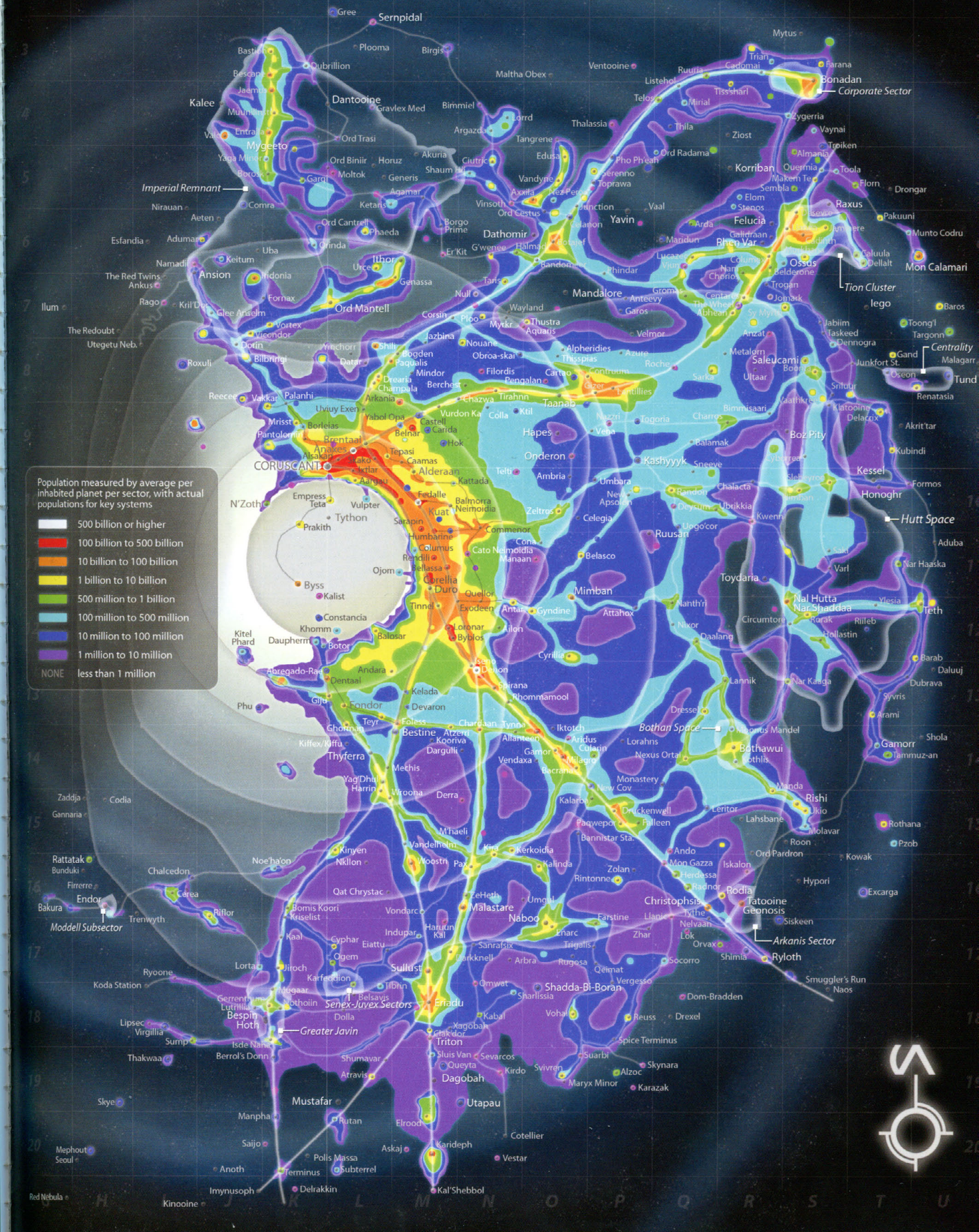
Mindful of this history, the Empire kept a tight grip on the Colonies while pouring credits into their industries and megacorps. Imperial forces fought the New Republic system by system after the Battle of Endor, and the New Republic struggled against deep reservoirs of loyalty to the Empire after winning control of Coruscant. War fleets were a familiar sight on the Colonies' hyperlanes until an exhausted peace descended over the galaxy after the defeat of the Yuuzhan Vong.

THE GALAXY'S POPULATION

Just as the wheel and the dirt-packed road joined cities on primitive planets, the hyperdrive and the hyperlane knitted a scattering of isolated worlds into a woven unified fabric. Under the aegis of the Republic, more than half the galaxy's vast spiral was explored and settled.

GALACTIC POPULATION

c. 25 ABY


Population measured by average per inhabited planet per sector, with actual populations for key systems
500 billion or higher
100 billion to 500 billion
10 billion to 100 billion
1 billion to 10 billion
500 million to 1 billion
100 million to 500 million
10 million to 100 million
1 million to 10 million
NONE less than 1 million
Gree
Sernpidal
Plooma
Birgis
Dubrillion
Kalee
Dantooine
Gravlex Med
Bimmiel
Lorrd
Argazda
Tangrene
Ord Trasi
Mygeeto
Ord Biniir
Horuz
Akuria
Ciutric
Edusa
Moltok
Generis
Shaum
Vandyne
Garqi
Imperial Remnant
Agamar
Axxila
Nez Peron
Comra
Ketaris
Vinsoth
Ord Cestus
Junction
Yavin
Aeten
Ord Cantrell
Borgo Prime
Dathomir
Esfandia
Adumar
Phaeda
Orinda
Uba
Er'Kit
G'wenee
Halmad
Namadii
Keitum
Ithor
Urce
Ansion
Iridonia
Genassa
Fornax
Ord Mantell
Rago
Kril'Dor
Glee Anselm
Vortex
Vicondor
Dotin
Yinchorr
Shili
Jazbina
Nouane
Obroa-skai
Bilbringi
Datar
Bogden
Paqualis
Mindor
Drearia
Champala
Berchest
Filordis
Cartao
Pengalan
Arkania
Chazwa
Tirahnn
Taanab
Uvuuy Exen
Vurdon Ka
Colla
Ktil
Yabol Opa
Castell
Carida
Belnar
Hok
Hapes
Onderon
Kashyyyk
Tepasi
Caamas
Alderaan
Kattada
Telti
Ambria
Umbara
Fedalle
Balmorra
Neimoidia
Kuat
Zeltros
Celegia
Commenor
Humbarine
Columus
Cato Neimoidia
Manaan
Belasco
Ojom
Rendili
Bellassa
Corellia
Duro
Quellor
Tinnel
Exodeen
Antar
Gyndine
Mimban
Attahox
Constancia
Khomm
Loronar
Ailon
Byblos
Balosar
Botor
Daupherm
Kitel Phard
Cyrillia
Andara
Dentaal
Kelada
Devaron
Giju
Fondor
Teyr
Foless
Bestine
Atzeri
Kooriva
Dargulli
Chardaan
Tynna
Iktotch
Allanteen
Aridus
Culain
Gamor
Vendaxa
Bacrania
Lorahns
Nexus Orta
Bothawui
Bothlis
Bothan Space
Mechis
Thyferra
Yag'Dhul
Harrin
Wroona
Derra
Monastery
New Cov
Kalarba
Druckenwell
Falleen
Leritor
Lahsbane
Rishi
Ukio
Molavar
Manda
Lannik
Nar Kaaga
Dresse
Arami
Syvris
Dubrava
Daluuj
Barab
Teth
Nar Haaska
Varl
Toydaria
Nal Hutta
Nar Shaddaa
Ylesia
Rorak
Riileb
Hollastin
Circumtore
Daalang
Nixor
Nanth'ri
Ruusan
Ubgo'cor
Kwenn
Ubrikkia
Deysium
Randon
Chalacta
Honoghr
Kessel
Sleheyron
Formos
Hutt Space
Aduba
Saki
Kubindi
Akrit'tar
Klatooine
Delacrix
Bimmisaari
Vaathkre
Srilur
Oseon
Renatasia
Tund
Centrality
Malagarr
Junkfort St.
Gand
Toong'l
Targonn
Dennogra
Jabiim
Taskeed
Anzat
Saleucami
Metalorn
Ultaar
Sarka
Roche
Contruum
Gizer
Lintillies
Azure
Thrissias
Alpheridies
Velmor
Garos
Anteevy
Mandalore
Null
Taris
Wayland
Corsin
Ploo
Mytkr
Thustra
Aquaris
Nouane
Shili
Roxuli
Ilum
The Redoubt
Utegetu Neb.
The Red Twins
Ankus
Namadii
Esfandia
Esfandia
Ord Mantell
Glee Anselm
Vortex
Vicondor
Dotin
Bilbringi
Roxuli
Reecee
Vakkar
Palanhi
Uvuuy Exen
Yabol Opa
Castell
Carida
Belnar
Hok
Tepasi
Caamas
Alderaan
Kattada
Fedalle
Balmorra
Neimoidia
Kuat

Yet the blaze of colors mapping galactic population, from the brightness of the Core to the dim precincts of the Outer Rim, doesn't reveal the full reality of the galaxy's political and cultural divisions. Within the territorial bands between the Core and the Outer Rim lie a number of groupings and prefectures—some with their own regional governments, and others existing only in the public imagination due to shared cultural stereotypes.

The Arrowhead. As the tip of the Slice, the Arrowhead encompasses those Core Worlds that fall on or between the Perlemian Trade Route and the Corellian Run. Coruscant is the Arrowhead's point, with its other two vertices traditionally falling at Vento (on the Perlemian) and Corellia itself (on the Run). The Arrowhead contains the rarefied elite of the Core Worlds, and grew out of the ancient pre-Republic Tetrahedron that nurtured the first stirrings of modern civilization. Its worlds, which earn ever-loftier bragging rights the closer they are to Coruscant, include Ixtlar, Alsakan, Grizmallt, and Anaxes. This region is sometimes called the Inner Core.

The Northern Dependencies. This long-settled region has generally looked outward, whether to Nouane, the worlds of the Hydian Way, or the possibilities of the New Territories. Some of the galaxy's mightiest traders, explorers, and entrepreneurs have called the Dependencies home. While the Dependencies include some of the galaxy's eldest worlds, the preoccupations of the Inner Core are often regarded with impatience or faint amusement here.

The Negs. For tens of millennia, the galactic western quadrant stubbornly resisted exploration. No analogues to the Perlemian Trade Route or Hydian Way cropped up in that region, limiting progress to one- or two-light-year hops along the edge of a twisted braid of hyperspace anomalies. Worlds settled on this left-hand frontier received a negative first digit in their positioning coordinates due to their location west of Coruscant (which is always identified as 0,0,0, with the first digit representing west–east, the second north–south, and the third up–down). The Farlax sector and other comparatively young territories are known as the Negs. Thus, while Farlax planets are technically Core worlds, their negative first digit dooms them to perennial second-class status.

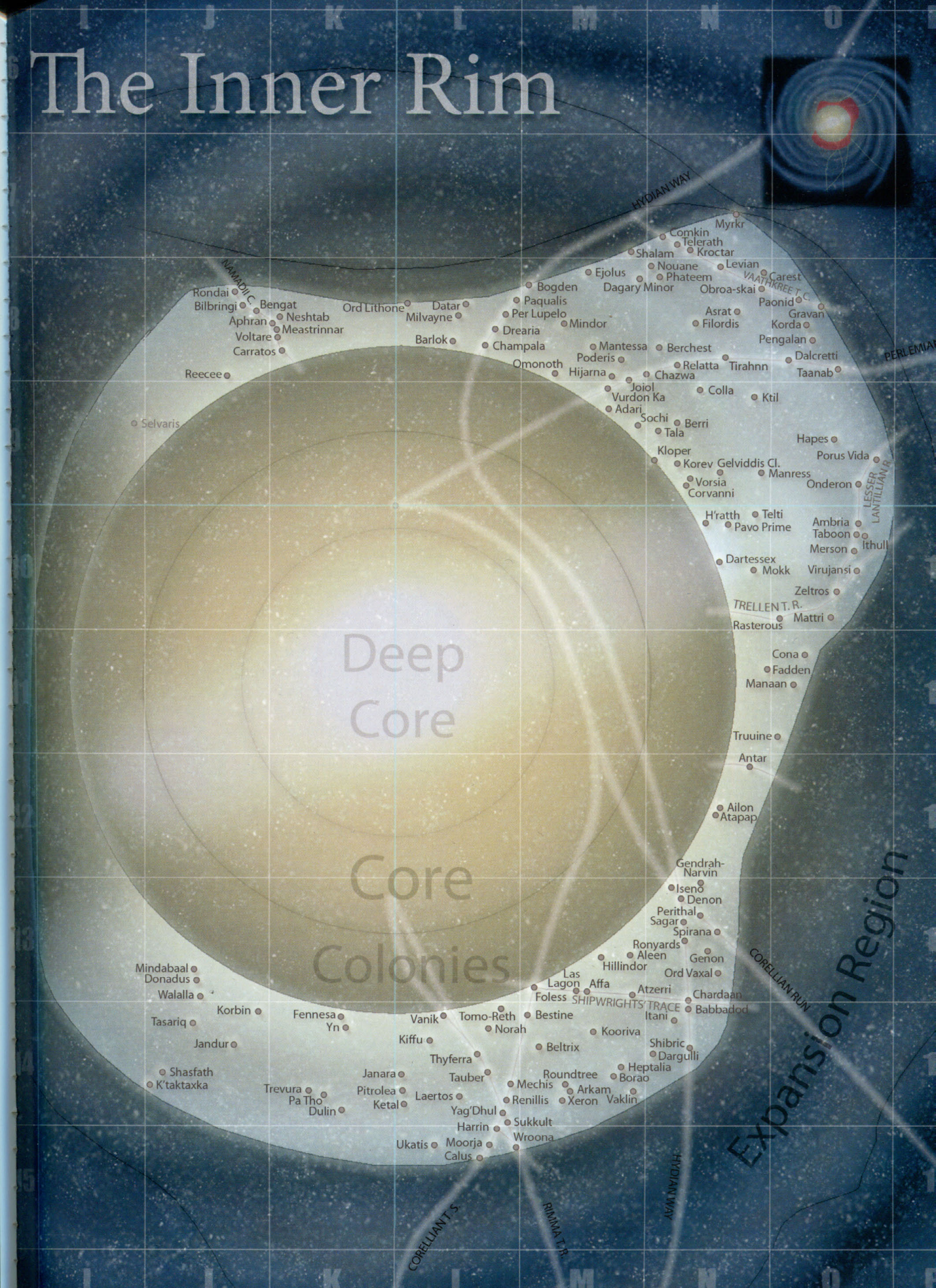
The Slice. The vast region of space between the Perlemian and the Corellian Run is the center of galactic colonization and commerce. The Core Worlds that founded the Republic sent colonists out of the Arrowhead into what became known as the Colonies and then beyond, following the Perlemian and the Corellian Run to strange stars. Both of those super-routes have been settled for millennia, with colonization slowly reaching east from the Corellian Run and west from the Perlemian to knit the region together. The Core, Colonies, and Inner Rim portions of the Slice are all thickly settled and crisscrossed with innumerable trade routes; the Expansion Region is thickly settled near the Corellian Run (and dominated by Corellian interests), but more sparsely settled south of the Perlemian—the product of millennia of confrontations between Coruscant and Alsakan. The Slice's luster had begun to fade by the time colonists pushed beyond the Expansion Region in the central Slice; the Mid Rim reaches are well surveyed but thinly settled, and the Hutts dominate the Outer Rim precincts beyond their territory. While it's been millennia since industrialists and entrepreneurs looked to the Slice to make their fortunes, the region remains the heart of galactic civilization, a distinction its residents cherish. (For more about the Slice, see page 123.)

The Southern Core. This region was settled from the Arrowhead and grew through contact with a number of advanced independent civilizations, from the Devaronians and Herglics to the Atrisian Commonwealth. That mix has long made it a polyglot region that resists easy characterization.

The Trailing Sectors. In galactic geography *trailing* is the opposite of *spinward,* which describes the direction of galactic rotation. (In most areas of the settled galaxy, *trailing* is either west or south.) This region earned its name during the ancient Coruscant–Alsakan Conflicts, which saw many colonies within the Slice's Expansion Region ruined and depopulated by war and the depredations of slavers and pirates from beyond what was then the galactic frontier. The horrors unfolding in the central Slice pushed settlement and industry west of the Corellian Run, where intrepid traders had long done business with the likes of the Herglic, Gran, and Tynnans. The Expansion Region's Trailing Sectors soon left the Slice sectors behind, and the region's prosperity fueled a further push into the Mid Rim and beyond. The rise of the Rimma Trade Route, the Corellian Trade Spine in the 5500s BBY, and the blazing of the southern arm of the Hydian Way two thousand years later furthered this long boom, knitting the region together for traders from across the galaxy. Champions of the Trailing Sectors view their region as having built on the successes and traditions of the Slice while discarding its mistakes—west of the Corellian Run, they say, entrepreneurial spirit and hard work will earn you far more than dogma and self-importance.

The Western Reaches. This region grew up around the Corellian Trade Spine and the Hydian Way, with settlement flowing into the Reaches from the Southern Core and the Trailing Sectors and their worlds inheriting much of those regions' diversity and sense of independence. Explorers and bold settlers continue to expand the region, pushing west into relatively little-known tracts of space. The Reaches' independence and distance from Coruscant made them a hotbed of rebellion during the Galactic Civil War and the site of many Imperial atrocities and secret projects.

The Trans-Hydian. The region "north" of the Perlemian Trade Route is dotted with worlds enjoying ancient lineages, but was largely sidelined economically until fairly recently in galactic history. Economic development jumped from the Slice to the Trailing Sectors, and then followed the newly forged Hydian Way. For millennia the threat of the Mandalorians, rumors of the ancient Sith, and geographic oddities


The Inner Rim
HYDIAN WAY
NAMADII C.
VAATHKREE T. C.
PERLEMIAN
LESSER LANTILLIAN R.
TRELLEN T. R.
SHIPWRIGHTS' TRACE
CORELLIAN RUN
CORELLIAN S.
RIMMA T. R.
HYDIAN WAY
Deep Core
Core Colonies
Expansion Region
Myrkr
Comkin
Telerath
Kroctar
Shalam
Nouane
Levian
Ejolus
Phateem
Carest
Dagary Minor
Obroa-skai
Bogden
Paqualis
Per Lupelo
Mindor
Drearia
Champala
Barlok
Ord Lithone
Datar
Milvayne
Rondai
Bilbringi
Bengat
Neshtab
Aphran
Meastrinnar
Voltare
Carratos
Reecee
Selvaris
Asrat
Filordis
Paonid
Gravan
Korda
Pengalan
Mantessa
Berchest
Poderis
Omonoth
Hijarna
Chazwa
Relatta
Tirahnn
Dalcretti
Taanab
Joiol
Vurdon Ka
Colla
Ktil
Adari
Sochi
Berri
Tala
Hapes
Kloper
Korev
Gelviddis Cl.
Manress
Porus Vida
Vorsia
Corvanni
Onderon
H'ratth
Telti
Pavo Prime
Ambria
Taboon
Ithull
Merson
Dartessex
Mokk
Virujansi
Zeltros
Rasterous
Mattri
Cona
Fadden
Manaan
Truuine
Antar
Ailon
Atapap
Gendrah-Narvin
Iseno
Denon
Perithal
Sagar
Spirana
Ronyards
Aleen
Genon
Hillindor
Ord Vaxal
Las
Lagon
Affa
Foless
Atzerri
Chardaan
Babbadod
Itani
Mindabaal
Donadus
Walalla
Korbin
Tasariq
Fennesa
Yn
Vanik
Tomo-Reth
Bestine
Norah
Kooriva
Jandur
Kiffu
Beltrix
Shibric
Dargulli
Thyferra
Heptalia
Shasfath
K'taktaxka
Janara
Tauber
Roundtree
Borao
Trevura
Pa Tho
Dulin
Pitrolea
Ketal
Laertos
Mechis
Arkam
Renillis
Xeron
Vaklin
Yag'Dhul
Harrin
Sukkult
Wroona
Ukatis
Moorja
Calus

such as the vast Radama Void ensured that credits were spent elsewhere. The Trans-Hydian owes its name to the influence of traders from Ord Mantell and Celanon, who braved the specter of Mandalorian raiders to blaze trade routes east of the Hydian and link up with the rich worlds of the Perlemian. After the Battle of Endor, the Trans-Hydian's loyalties were split between the rump Empire and the New Republic; the region became informally known as the Borderlands, a tag it still carries among some today.

The New Territories. For millennia the region "north" of Coruscant developed slowly compared with more promising parts of the galaxy. Worlds such as Ithor, Ord Mantell, and Iridonia were well known, but they were lighthouses amid thinly settled, hardscrabble colonies. Large-scale efforts to promote settlement of the northern quadrant repeatedly failed, with the horrors of the Kanz Disorders and the disastrous establishment of the Outer Expansion Zone the most infamous examples of the region's poor luck. The pace of settlement finally accelerated in the final centuries of the Republic: The D'Asta merchants of Serenno, who control the galaxy's largest privately held fleet, made their fortune establishing markets along the Braxant Run, while the Nalroni merchant guilds pushed beyond the Celanon Spur to do the same. Those economic successes encouraged Coruscant to invest heavily in the region, soon dubbed the New Territories. Between Republic spending on programs such as the Planetary Pioneers and the enormous influence of the D'Asta family, the New Territories remained strongly loyal to the Republic and then the Empire. After the Battle of Endor the region was home to Imperial successor states such as the Pentastar Alignment, Ciutric Hegemony, Crimson Empire, and Imperial Remnant. The Yuuzhan Vong invasion devastated the New Territories, which struggled to rebound afterward.

THE INNER RIM

In casual phraseology, the civilized galaxy is often split into "the Core" and "the Rim" (or the inner and outer galaxy), with the latter consisting of the Expansion Region and parts beyond. The Inner Rim is therefore the outermost ring of the Greater Core. This division, though largely cultural, has had political implications. During the Clone Wars, the Fourth Constitutional Amendment gave the Core, Colonies, and Inner Rim more voting power than planets farther out, accelerating the secession of outlying worlds into Count Dooku's Confederacy of Independent Systems.

The Republic's earliest colonization boom spilled out into the Inner Rim at the start of the Great Manifest period, representing the farthest fringe of Coruscant's settlement efforts to that date. Although colonization of the Expansion Region followed shortly, Inner Rimmers still take pride in their ancient heritage and look disdainfully at their "outer galaxy" neighbors.

Yet their attempts at aloofness mask a deeper insecurity. At one point Inner Rimmers represented the epitome of the galaxy's uncouth frontier, and the pampered inhabitants of the Core and Colonies love to rub it in their faces. Inner Rimmers often flatter higher-ranking Core citizens while privately resenting them, a dysfunctional dynamic that has given them a reputation as a singularly unpleasant breed.



A Gotal and a Vratix check a cargo transport's shipping manifest.

Not all Inner Rim planets fit the stereotype. Denon is a city-smothered megalopolis to rival Coruscant; it served as the temporary capital of the Galactic Federation of Free Alliances after the Yuuzhan Vong War. Kiffar (in shared orbit with the prison world Kiffex) is home to a near-human species with the ability to read psychometric emotions by touching inanimate objects. From Manaan comes the miracle restorative kolto, while Thyferra supplies the galaxy with bacta and is arguably the most important planet on the Corellian Trade Spine.

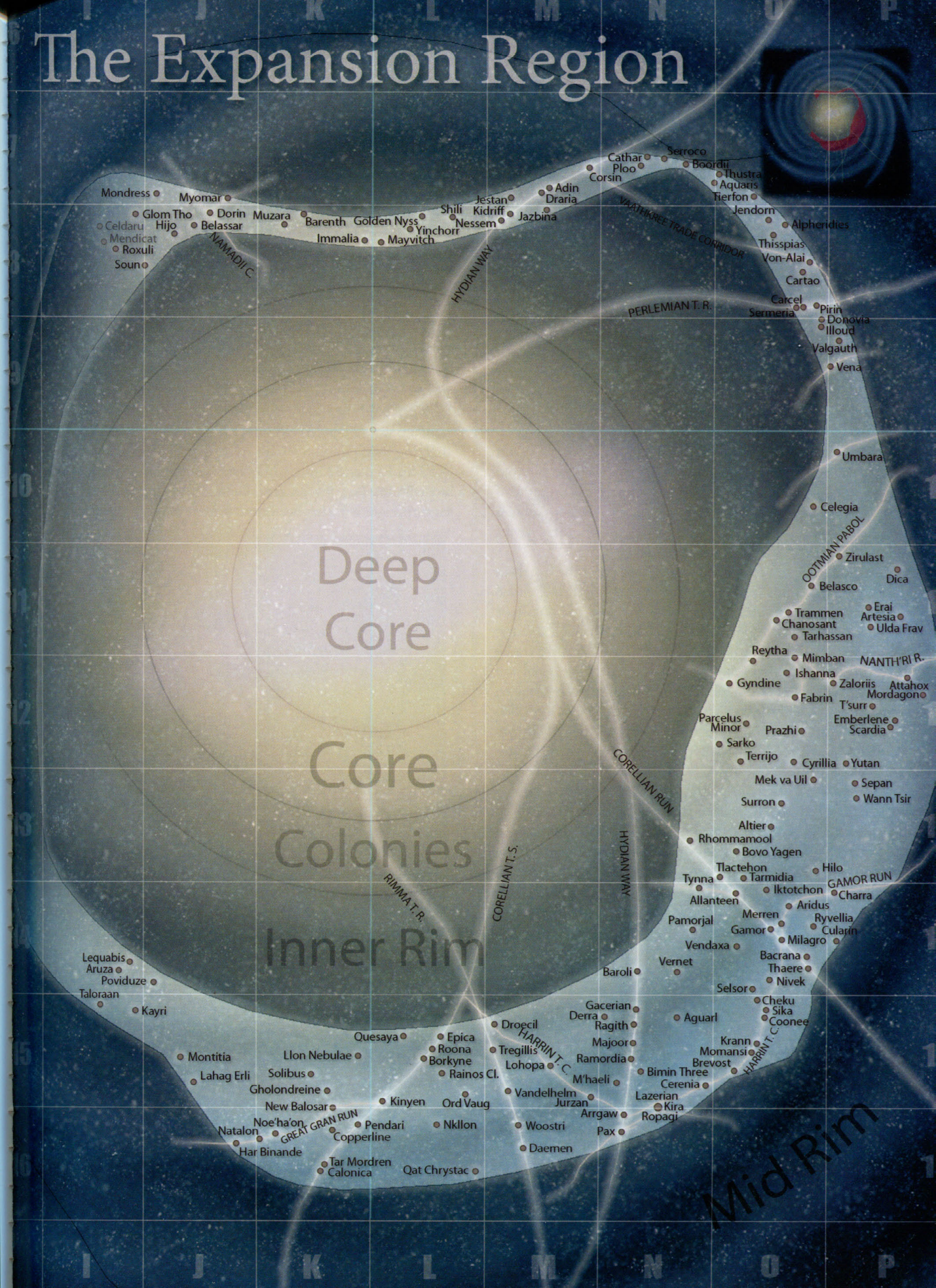
The Inner Rim possessed great strategic value for the Confederacy and the Empire throughout decades of warfare. The Gotal homeworld of Antar 4 provided the first spark to ignite the Clone Wars, and many subsequent battles occurred there as armies sought to advance on the Core—or fought desperately to prevent getting pushed out to the Rim.

The region suffered greatly after the Battle of Endor. Its location, combined with its negligible cultural influence, gave the Empire license to hold the territory by any means necessary. The battles in the Inner Rim all shared the quality of stubborn, shocking brutality. Countless planets saw their treasuries looted, their armories raided, and their young people conscripted into the Imperial Army.

Luke Skywalker led a successful Inner Rim campaign against the warlord Shadowspawn in 6 ABY, but most of the region remained part of the Empire until as late as three years later. Not surprisingly, many Inner Rim planets viewed their liberators with scorn, questioning why Mon Mothma and Leia Organa—both prominent Core Worlders—had seemingly dragged their feet in halting the Empire's abuses.

THE EXPANSION REGION

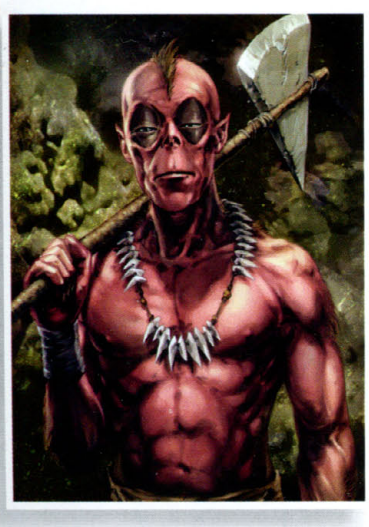
Luckless, forsaken, accursed: These are just some of the adjectives used to describe the Expansion Region and its often tragic history.


The Expansion Region
Deep Core
Core Colonies
Inner Rim
Mid Rim
Cathar
Serroco
Ploo
Boordii
Corsin
Thustra
Aquaris
Adin
Draria
Jestan
Tierfon
Shili
Kidriff
Jazbina
Jendorm
Mondress
Myomar
Glom Tho
Dorin
Muzara
Barenth
Golden Nyss
Nessem
Alpheridies
Celdaru
Hijo
Belassar
Yinchorr
Thisspias
Mendicat
Immalia
Mayvitch
Von-Alai
Roxuli
Cartao
Soun
Carcel
Pirin
Sermeria
Donovia
Illoud
Valgauth
Vena
Umbara
Celegia
Zirulast
Dica
Belasco
Trammen
Erai
Artesia
Chanosant
Ulda Frav
Tarhassan
Reytha
Mimban
Ishanna
Gyndine
Zaloriis
Attahox
Mordagon
Fabrin
T'surr
Parcelus Minor
Emberlene
Prazhi
Scardia
Sarko
Terrijo
Cyrillia
Yutan
Mek va Uil
Sepan
Wann Tsir
Surron
Altier
Rhommamool
Bovo Yagen
Tlactehon
Hilo
Tynna
Tarmidia
Iktotchon
Charra
Allanteen
Aridus
Merren
Ryvellia
Pamorjal
Gamor
Culain
Milagro
Vendaxa
Bacrana
Vernet
Thaere
Baroli
Nivek
Selsor
Lequabis
Aruza
Poviduze
Taloraan
Kayri
Cheku
Sika
Gacerian
Coonee
Derra
Ragith
Aguarl
Droecil
Quesaya
Epica
Majoor
Krann
Roona
Tregillis
Momansi
Montitia
Llon Nebulae
Borkyne
Ramordia
Brevost
Lohopa
Lahag Erli
Solibus
Rainos Cl.
Bimin Three
M'haeli
Cerenia
Gholondreine
Vandelhelm
Lazerian
Kinyen
Ord Vaug
Jurzan
Kira
New Balosar
Arrgaw
Ropagi
Noe'ha'on
Pendari
NkIlon
Woostri
Natalon
Copperline
Pax
Har Binande
Daemen
Tar Mordren
Calonica
Qat Chrystac
NAMADII C.
HYDIAN WAY
PERLEMIAN T. R.
VIAATHKREE TRADE CORRIDOR
OOTMIAN PABOL
NANTH'RI R.
CORELLIAN RUN
GAMOR RUN
RIMMA T. R.
CORELLIAN T. S.
HARRIN T. C.
GREAT GRAN RUN

The region had troubles before it even had a name. In the earliest centuries of galactic expansion Rimward into the Slice, rapacious industrial guilds and proto-corporations—most of them Corellian or chartered by the Duros' Neimoidian colonies—pressed Rimward in advance of the waves of settlement, searching for worlds with rich raw materials that could be exploited. Whole tracts of space spinward of the Corellian Run were stripped bare of resources used to fuel the economy of the Core and Colonies, with hundreds of species reduced to penury. The damage was so catastrophic that settlement of the Inner Rim shifted spinward to the Perlemian, an ancient migration responsible for the "bulge" of the present-day Inner Rim's border.

During the Republic's Great Manifest period (20,000–17,000 BBY), colonists and megacorporations from Alsakan pushed aggressively into the future Expansion Region, searching out systems that the industrial guilds had missed. Alsakan's imperial ambitions inevitably brought it into conflict with Coruscant, which had sponsored colonization of its own in the region. The first Alsakan Conflict brought the economic boom of the Great Manifest period shuddering to a halt. Millennia of fighting followed, with many of the seventeen Alsakan Conflicts playing out in the Expansion Region. Tales of these ancient wars are still told as legends or ballads, but mythmaking has blurred the brutality of those long-ago days: The fighting erased many Alsakan colonies and scarred others, with Hutt, Trandoshan, and Bothan slavers from the uncharted Rim preying on the survivors.

The Alsakan Conflicts pushed settlement west of the Corellian Run. The Run's worlds largely escaped the war, jealously guarded by Corellian settlers and their warships. (Corellians still dominate those worlds and their neighbors; the Run passes through seventy-seven subsectors in the Expansion Region, and a Corellian trader who hasn't made port in each of the 77 Sectors is considered wet behind the ears.) West of the Run, the Expansion Region attracted billions of settlers and thrived: The Rimma Trade Route, Corellian Trade Spine, and Hydian Way opened up the region, which was anchored by planets such as forested, lake-dappled Tynna, the ancient Gran homeworld of Kinyen, and the trade worlds of the Harrin Corridor (which included Ruten, Arrgaw, and Lahopa, linking their economies to the Enarc Run by way of the Kira Run). This western part of the Expansion Region became a prosperous mix of agricultural, industrial, and trade worlds; its citizens dislike being thought of as part of the Expansion Region and prefer the term Trailing Sectors, which has become the area's quasi-official name.



Circarpous V's Coway

The widespread prosperity of the Expansion Region fattened the pocketbooks of officials on Coruscant, who funded the widespread settlement of the Mid Rim.

The last of the Alsakan Conflicts ended in 3017 BBY; for a millennium the Slice sectors slowly revived. But more trouble lay ahead: During the Draggulch period (2000–1000 BBY) the Slice sectors were ravaged by the New Sith Wars and the Candorian plague; many colonies failed in the Draggulch's final centuries as the Republic retreated Coreward. The region's ill fortune proved catching north of the Perlemian as well. Some seven centuries before the Empire's rise, the Republic granted a cadre of megacorps known as the Expansionist Oligarchy the right to administer the thinly settled reaches north of Coruscant, an area sometimes designated the Outer Expansion Zone. Given a free hand, the Oligarchy ravaged dozens of systems and reduced the workers it had imported to near-serfdom; the ensuing civil unrest and scandal forced the Senate to intervene and end the experiment. (This dark period would later inspire the formation of the Corporate Sector.)

The final centuries of the Republic saw the Slice sectors slide into economic ruin. Whole swaths of ruined star systems were barren of civilization and life, home only to hermits and outlaws; elsewhere, impoverished sectors were dominated by Neimoidian barons or the Trade Federation, or left to the tender mercies of pirates, slavers, and Hutts. Maps of the Slice from the Republic's last years told the story at a glance: The Core, Colonies, and Inner Rim were a tangled web of trade routes connecting systems in dizzying configurations, with hyperspace corridors crisscrossing the Mid Rim and Outer Rim as well. But a newcomer to the galaxy who saw how few routes crossed the Expansion Region might have thought it hadn't been settled.



A H'drachi and two Tymnans

The Empire sought to revive the Slice sectors, developing several of the region's remaining viable ports—including Gyndine, Bacrana, and Cyrillia—into staging areas for cargo fleets and military task forces, settling laborers and colonists in surrounding systems, and contracting with the Corporate Sector Authority to develop some subsectors. (The CSA took advantage of vague contract language and established a de facto enclave on the Enarc Run, in the Trailing Sectors—territory it ultimately abandoned after the Battle of Endor.) During the Galactic Civil War, the region's abandoned systems made excellent hiding places for the Alliance. The Empire's reconstruction efforts made it fairly popular in Slice sectors, but that loyalty dissipated during years of war between post-Imperial satraps and the New Republic. The New Republic tried to restart reconstruction, but the attempt was cut short by the Yuuzhan Vong invasion. The Expansion Region was largely spared wholesale devastation at the hands of the Yuuzhan Vong except along a fairly narrow corridor—but of course by then there wasn't a lot left to destroy.

THE WONDERS OF THE GALAXY

The Twenty Wonders of the Galaxy is a list compiled by the historian Vicendi in 10,000 BBY for his work Arturum Galactinum, commissioned for the Republic's anniversary. Vicendi compiled only those wonders constructed by intelligent beings, omitting such spectacular natural phenomena as the Five Fire Rings of Fornax and the Corphelion Comets. The list has been criticized for its overemphasis on antiquity, particularly those creations tied to the formation of the Republic (half the sites on the list are Core World locations). Competing lists of wonders have been advanced by the Hutts, Bothans, and Caamasi, and a rewritten list (titled Glorius Imperica) became part of the Human High Culture curriculum distributed by the Imperial Ministry of Education. Vicendi's original Twenty Wonders of the Galaxy are justly famous, despite the fact that many of them have been lost to time.

Coruscant's Imperial Palace. Originally known as the Presidential Palace, this mega-structure dominates Galactic City and contains everything from armories to observatories. Damaged repeatedly in wars—including a proton bomb explosion during the Yuuzhan Vong invasion that nearly brought the edifice crashing down—the Palace stands proudly in the modern era.

The Dawn Pyramid of Aargau. Built during Aargau's prehistory—presumably by the Sharu—this sharp-edged structure of iridescent, near-indestructible plastic inspired the planet's architectural theme.

The Brass Soldiers of Axum. Thirty-five thousand warriors cast in solid brass and frozen in positions of pain and terror. Legend says that these statues were an actual pre-Republic army, transmuted into their current forms by magic.

The Shawken Spire. Constructed over nine millennia, the Spire touched low orbit by the time of its destruction in 18,780 BBY. The current Spire is a re-creation made from modern materials.



The Shawken Spire

Belgoth's Beacon. One of the original hyperspace beacons commissioned by Borte Belgoth (circa 25,100 BBY), this sculpted satellite on the Perlemian Trade Route bore the faces of a Columi, a cacodemon, and an Alderaanian molator. It was destroyed during the Second Alsakan Conflict.

The Valley of Royalty on Duro. Once gloriously stacked with monuments celebrating the monarchs who championed space exploration, the Valley of Royalty had been abandoned to acidic pollution by 4000 BBY.

The Celebratus Archive of Obroa-skai. Founded in 16,782 BBY, the Celebratus Archive collected the complete data records of more than three hundred thousand species, providing a boon to scholars and ensuring Obroa-skai's legend as the library world.



Belgoth's Beacon

The Statue of Xim on Desevro. This metal-and-stone replica of the bold conqueror allegedly stood one hundred meters high and contained booby-trapped treasure chambers. It toppled during a groundquake late in Xim's reign, and was long gone by the time Vicendi assembled his list.

Crevasse City on Alderaan. Inventively built into the walls of a winding canyon, this shadowed city became a symbol of Alderaan's balance of urbanization and natural beauty. It was lost with the rest of Alderaan in 0 ABY.

The Ark of Baron Auletphant. This golden barge, inlaid with rose and azure mytag crystals, roamed the space lanes for a century, collecting aquatic specimens from far-flung worlds. Lost in space for ten thousand years, it became part of the Baobab Archives on Manda in 520 BBY.

The Coruscant Ice Crypts. The subterranean burial chamber of the chiefs of the thirteen Nations of Zhell lies near Coruscant's south pole and has recently been reopened to the public.

The Caliginous Automaton of Tomo-Reth. A black-lacquered droid more than fifty meters high, the Automaton famously sat on a brick throne and breathed fire at amazed visitors until its annihilation during the Herglic Crush of 14,743 BBY.

The Tract of Makem Te. A vast graveyard of stelae on polished stone bases, the Tract covers much of one continent and was mistaken for an ice cap during Makem Te's first orbital survey.

The Esraza Temple of Oligtaz. Praised by early explorers as a reality-warping nexus that blessed visitors with the powers of teleportation and farseeing, this shrine is believed by modern researchers to have sat atop a cavern of lumni-spice. It currently lies in ruins.

- **The Forbidden Gardens of Nuswatta.** Cultivated inside the caldera of an extinct volcano, the Forbidden Gardens originally could only be seen by Xim's court; all others who glimpsed the draping greenery were put to death. In recent centuries, the ruined gardens have been opened to visitors.

- **The Crystal City of Calius saj Leeloo on Berchest.** Carved entirely from crystal deposits left by Berchest's breaking waves, the city still attracts awed sightseers.

- **The Halls of Knowledge on Phateem.** A site of vital importance to the nascent Jedi Order, the Halls of Knowledge once held the galaxy's largest collection of Force-imbued artifacts. Most of the items later found their way to Ossus, Coruscant, Dantooine, Ilum, and Kamparas.

- **The Cathedral of Winds on Vortex.** Discovered by the wild explorer Hicco during the Pius Dea Crusades, this structure—on which the native Vors play music by plugging doorways to redirect airflow—remained a semi-legendary member of Vicendi's list until Vortex's entry into the Republic in 3977 BBY.

- **The Alsakan Mosaics.** Radiating from the central square of the old city of Rucapar, five lanes of tile once stretched to the peaks of five equidistant mountains. The centerpiece of this wonder was destroyed during the Third Alsakan Conflict, and now only traces remain.

- **The Space City of Nespis VIII.** This interstellar metropolis near the Auril systems came into existence during the dawn of the Republic and grew ever larger over the millennia, incorporating the incongruous architecture of immigrating aliens. Abandoned long before the Clone Wars, Nespis VIII met its end in 11 ABY when hit by a projectile from the Galaxy Gun.

THE MID RIM

The Mid Rim is a sprawling territory containing absolutely nothing of interest—if its critics' words carry any weight, that is. Surprisingly, few Mid Rimmers would disagree. They are proud that their corner of space—endless parsecs removed from the buzz of the Core yet walled off from the lawlessness of the Outer Rim—nurtures plainspoken and hardworking folk such as themselves. They are convinced that the outsiders who make jokes about their simple lives (or more cruelly, their simple minds) will never appreciate the honest pleasures of firm handshakes and promises kept.

The Mid Rim came into existence during the colonization drive that followed the Expansion Region's boom period. As Expansion Region factories fired up their discharge stacks, a prosperous Coruscant dealt out homesteading incentives and development grants like sabacc cards. Colony ships set out to fill the Mid Rim's Slice wedge in a crosshatching pattern laid out by Core bureaucrats. Many of the settlements were home to Inner Rim religious communes or local political confederations. Most corporations preferred to remain in the Expansion Region, thanks to the generous incentives that encouraged its industrial exploitation.

Mid Rim colonization occurred at a leisurely pace over several millennia, giving rise to an orderly region whose residents had plenty of room to stretch out. Because the Outer Rim had been opened for colonization at the same time, lawless elements gravitated toward its less governed frontier instead of the Mid Rim. The Hutts, likewise, concentrated their efforts on Outer Rim trade routes, establishing Rimward networks that took advantage of the Republic's blind eye on the galactic edge.

Low-cost manufacturing and agriculture became the twin pillars of Mid Rim success. As prosperity deepened, pirates found the region's planets to be easy prey. Pirate raids in the Mid Rim reached a peak in the centuries following the Sith Civil War and are still an irritant in the modern era, though Mid Rimmers have since learned to take care of themselves. A Mid Rimmer is slow to argue, but will quickly pull a blaster if family or property are put in danger.

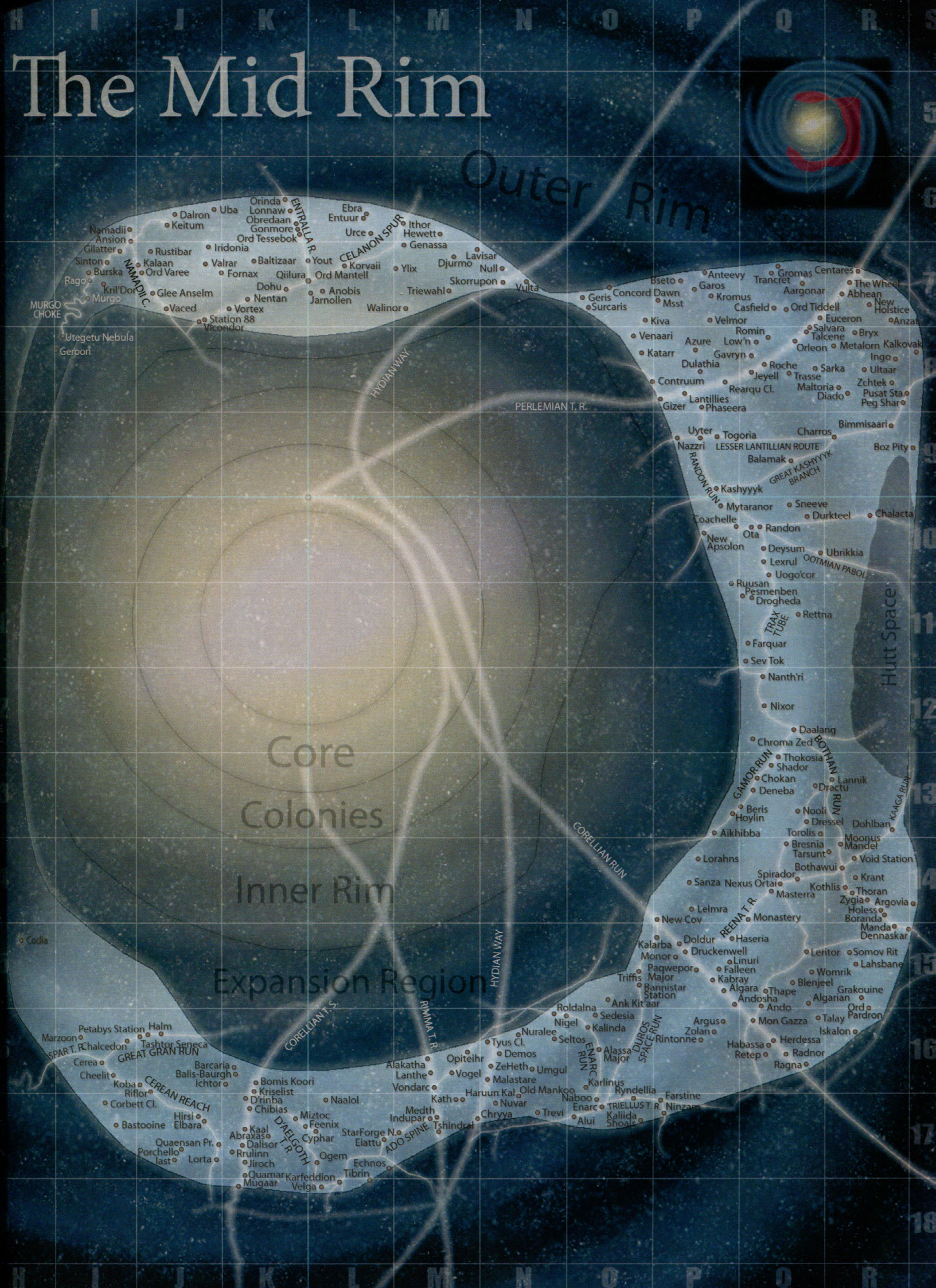
Following the blazing of the Hydian Way in 3693 BBY, the northern and southern arcs of the modern Mid Rim came into shape. Historic Republic outposts (Malastare) and lost colonies (Naboo) found themselves placed in the middle of fresh swaths of orderly, government-zoned settlement districts. Some sectors in the Mid Rim are still called by their alphanumeric IDs, an ancient holdover from bored bureaucrats.

The Mid Rim is filled with millions of "typical" worlds; not surprisingly, few of these have risen to galactic fame. But aberrations to the stereotype abound. Kashyyyk is one example, having given the galaxy Wookiee handmade artistry and the hyperspace insights of the Wookiee navigation guilds. Other Mid Rim spawnworlds include Iridonia, home of the horn-crowned Zabrak (whose champions have included Jedi Master Eeth Koth and the Sith Lord Darth Maul), and Glee Anselm, which boasts two intelligent aquatic species (including Jedi Master Kit Fisto's Nautolans) who survive in an ocean continually roiled by storms. The fierce Ubese hail from Uba IV, their fearsome masks and guttural, metallic barks the result of a Republic-abetted catastrophe that irradiated their homeworld.



A Wookiee expresses his anger with a Bothan as a Zabrak looks on.

Monastery is a place of religious retreat owned by the Order of the Sacred Circle, providing a link to the Mid Rim's earliest days as a haven for optimistic proselytizers. Other worlds enjoy


The Mid Rim
Outer Rim
Core Colonies
Inner Rim
Expansion Region
Hutt Space
H I J K L M N O P Q R S
5 6 7 8 9 10 11 12 13 14 15 16 17 18
Orinda
Ebra
Dalron
Uba
Lonnaw
Entuur
Keitum
Obredaan
Ithor
Namadii
Gonmore
Urce
Hewett
Ansion
Ord Tessebok
Iridonia
Genassa
Gilatter
Rustibar
Lavisar
Sinton
Kalaan
Valrar
Baltizaar
Yout
Korvaii
Djurmo
Null
Burska
Ord Varee
Fornax
Qiilura
Ylix
Rago
Kril'Dor
Ord Mantell
Skorrupon
Dohu
Anobis
Glee Anselm
Murgo
Nentan
Jarnollen
Triewahl
Vulta
Vaced
Vortex
Walinor
Station 88
Vicondor
Utegetu Nebula
Geroon
Anteevy
Gromas
Centares
Bseto
Trancret
Garos
The Wheel
Aargonar
Abhean
Concord Dawn
Kromus
Geris
Msst
Casfield
Ord Tiddell
New Holstice
Surcaris
Kiva
Velmor
Euceron
Anzat
Salvara
Romin
Venaari
Talcene
Bryx
Azure
Low'n
Orleon
Metalorn
Kalkovak
Katarr
Gavryn
Ingo
Dulathia
Roche
Sarka
Ultaar
Jeyell
Trasse
Contruum
Zchtek
Rearqu Cl.
Maltoria
Diado
Pusat Sta
Lantillies
Peg Shar
Gizer
Phaseera
Bimmisaari
Uyter
Togoria
Charros
Nazzri
Boz Pity
Balamak
Kashyyyk
Mytaranor
Sneeve
Durkteel
Chalacta
Coachelle
Randon
Ota
New Apsolon
Deysum
Ubrikkia
Lexrul
Uogo'cor
Ruusan
Pesmenben
Drogheda
Rettna
Farquar
Sev Tok
Nanth'ri
Nixor
Daalang
Chroma Zed
Thokosia
Shador
Chokan
Lannik
Dractu
Deneba
Beris
Hoylin
Nooli
Dressel
Dohlban
Aikhibba
Torolis
Moonus
Mandel
Bresnia
Tarsunt
Void Station
Lorahns
Bothawui
Spirador
Krant
Sanza
Nexus Ortai
Kothlis
Masterra
Thoran
Zygia
Argovia
Lelmra
Holess
New Cov
Monastery
Boranda
Manda
Dennaskar
Codia
Kalarba
Doldur
Haseria
Druckenwell
Leritor
Somov Rit
Monor
Linuri
Lahsbane
Paqwepor
Falleen
Womrik
Triffis
Major
Kabray
Blenjeel
Bannistar
Algara
Thape
Grakouine
Station
Andosha
Algarian
Ank Kit'aar
Ando
Ord
Roldalna
Nigel
Sedesia
Kalinda
Argus
Mon Gazza
Talay
Pardron
Petabys Station
Halm
Nuralee
Zolan
Iskalon
Marzoon
Tyus Cl.
Seltos
Rintonne
Habassa
Herdessa
SPAR T. R.
Chalcedon
Tashtor Seneca
Demos
Alassa
Major
Retep
Radnor
GREAT GRAN RUN
Opiteihr
ZeHeth
Umgul
Ragna
Cerea
Barcaria
Alakatha
Malastare
Cheelit
Balis-Baurgh
Lanthe
Vogel
Karlinus
Koba
Ichtor
Vondarc
Ryndellia
CEREAN REACH
Bomis Koori
Haruun Kal
Old Mankoo
Riflor
Kriselist
Kath
Naboo
Farstine
Corbett Cl.
D'rinba
Naalol
Nuvar
Enarc
TRIELLUS T. R.
Ninzam
Chibias
Chryya
Trevi
Kaliida
Hirsi
Miztoc
Medth
Alui
Shoals
Elbara
Feenix
Indupar
Bastooine
Kaal
Tshindral
StarForge N.
Abraxas
Cyphar
Eiattu
Quaensan Pr.
Dalisor
ADO SPINE
Porchello
Rrulinn
Ogem
Echnos
Jast
Lorta
Jiroch
Tibrin
Quamar
Karfeddion
Mugaar
Velga
HYDIAN WAY
PERLEMIAN T. R.
CORELLIAN RUN
REENA T. R.
RIMMA T. R.
CORELLIAN T. S.
D'AELGOTH T. R.
ENARC RUN
DUROS SPACE RUN
GAMOR RUN
BOTHAN RUN
KAAGA RUN
TRAX TUBE
OOTMIAN PABOL
GREAT KASHYYYK BRANCH
RANDON RUN
LESSER LANTILLIAN ROUTE
MURGO CHOKE
NAMADII C.
ENTRALLA R.
CELANON SPUR

key locations within the Mid Rim's undistinguished expanse, including Malastare (at the intersection of the Hydian Way and the Via Loposi), and Ansion (the nexus of a tangle of hyperroutes linked by the Keitumite Mutual Military Treaty). Some observers attribute the Mid Rim's historical stability not to any shared cultural sensibilities but to the Bothan spymasters, who keep tabs on clandestine dealings in the Slice from Bothawui and the surrounding pocket known as Bothan Space.

The Empire treated the Mid Rim well, rewarding the predominantly loyalist region with a surplus of Imperial training academies and trade perks. The Yuuzhan Vong War, by contrast, left the region in tatters. The march of the Yuuzhan Vong armies trampled the heart of the Mid Rim in the Slice, obliterating entire planets and dooming the economies of millions more that could not survive without local interstellar markets. A few planets managed to hang on by pledging loyalty to the traitorous go-betweens of the Peace Brigade, but quickly found themselves the targets of New Republic counterattacks. In the war's aftermath, these Peace Brigade worlds received a chilly welcome in the new governmental structure of the Galactic Federation of Free Alliances.

True Mid Rimmers, however, would sooner die than complain. They set to work rebuilding their worlds and erecting new trading networks, spurning most outside aid. Their steady progress erased the war's scars. Most residents proudly point out that the modern Mid Rim is one that their forebears would honor.

CLIENT STATES OF THE EMPIRE

The Empire's ambitions spanned the galaxy. Order and strength would weld the fragments of the corrupt, chaotic Republic into a single civilization, one that moved in lockstep with its ruler's orders. Planets would accept the rule of sectors, sectors that of regions, and regions would answer to Coruscant. Cultural individuality was for pageants and parades in celebration of the benefits of Imperial unity and purpose. Beyond the Imperial frontier were peaceable peoples destined for protection by the Empire, and hostile powers destined for destruction.

And that was all.

But in truth, there were areas within the Empire that didn't answer to Coruscant, and whose independence amounted to more than the diplomatic dumb shows put on by the few remaining Allied Regions. Caution was the watchword for these client states of the Empire: None could oppose Coruscant militarily, or dared work against its aims publicly.

The Corporate Sector Authority

The Corporate Sector began in the final centuries of the Republic as an experiment—an opportunity for corporations to develop star systems with minimal government interference while protecting the rights of workers. In the Republic's final years, the Sector fell under the sway of the Trade Federation and other megacorporations, which diverted its resources to the Confederacy of Independent Systems.

With so many megacorps and cartels having supported the Separatist cause, few citizens of the Republic objected to Palpatine's nationalization of industry and manufacturing on countless planets. The boldest such experiment came in the Corporate Sector: At the urging of young Baron Orman Tagge, the head of one of the galaxy's mightiest Loyalist corporations, the Corporate Sector was expanded into a vast experiment in nationalization. Swelling to include more than thirty thousand systems, it would be the region's sole owner, employer, government, and military. Corporations that invested in the Authority would receive proportional shares of the profits, and the Empire would receive a steady stream of credits from a region it wouldn't have to police. (For more on the Corporate Sector Authority, see page 164.)

The Hapes Consortium

The Empire's tolerance of this xenophobic, secretive cluster of star systems baffled many Coruscant court-watchers: The Hapans were no match for the Imperial war machine, had no impact on the galactic economy, and held no leverage over galactic society. That led to all manner of rumors about Palpatine and the Hapans: that he was a devotee of Hapan culture, owed some secret allegiance to Hapes, or even hoped to make the cluster's Queen Mother his Empress.

None of these ideas seems likely; the best guess, hinted at from exchanges between Palpatine's advisers and the Senate, is that the Emperor saw the Hapans as an object lesson for the galaxy in the dangers of insularity and decadence. The Hapans were a proud and ancient people, but too self-absorbed to realize their schemes played out on a pitifully small stage. As an example, Hapan fleet was a derisive term used in the Imperial Navy for a command known for its discipline and firepower despite never seeing action. (For more on Hapes, see pages 64 and 135.)

Hutt Space

Hutt Space's borders have ebbed and flowed over the millennia, only becoming fixed in the early years of the Empire, but the Hutts remained unchallenged within their core territory, and held sway as the de facto rulers of the sectors of space Rimward of Hutt Space even after the Empire's rise. Officially, Hutt Space was part of the Empire, with the Moff of Baxel sector responsible for enforcing Imperial law within it. But both Nal Hutta and Coruscant knew this was a fiction, and the Huttese translation of the relevant treaty rather pointedly used the term consul rather than Moff.

For the most part, Emperor Palpatine's New Order tolerated the Hutts and their shady dealings: Better the ruling Hutt Council than the chaos of countless Hutt crime lords, particularly since the council made sure that one way or another, enormous tax revenues from Hutt enterprises flowed to the Empire. But the Empire also checked the Hutts' power, moving against individual kajidics and making occasional shows of power within Hutt Space. And countless Imperial agents proved their worth in games of felinx-and-rodus against Hutt operatives. (For more on Hutt Space, see the next page.)

HUTT SPACE

No one knows whether the Hutts developed interstellar flight on their own or acquired the technology from others—the Hutts have borrowed technology for so long that their own inventions are forgotten. Much of their early history has decayed into mythology, but the tattered chronicles of the ancient Tion Cluster offer sufficient clues to piece together a generally accepted story. Originally the Hutts were warriors, leaving their homeworld of Varl to colonize suitable worlds and enslave any species they encountered. They expanded relentlessly, working several slave species to extinction and reducing hundreds of others to thralldom.

Some twenty-five thousand years ago the Hutts encountered the unimaginable: a rival. Xim the Despot had built a vast empire, an accomplishment that marked him as fit to be a particularly favored slave. But Xim didn't bow to his new masters—he fought. After losing two ritual combats at Vontor, Xim foolishly accepted a third. The Third Battle of Vontor was a rout, thanks to the Hutts' newly assembled armies of Klatooinians, Niktos, and Vodrans.

Xim died in the dungeons of a Hutt palace on Varl, but the Hutts were uneasy. Most of the Tionese bipeds were weak-minded, and even the wise ones grew old and died before a Hutt had even reached adulthood. Still, they bred like vermin, had a genius for machines, and occasionally demonstrated almost Hutt-like craftiness. Worse, within a single Hutt lifetime, starships arrived from the distant center of the galaxy carrying more of these humans, as they called themselves.

The new arrivals fought the Tionese, which alarmed the Hutts: Surely such ritual combat would be followed by a uniting of the human clans. So the Hutts struck first, destroying the Tionese strongholds and exterminating any Tionese they could find within twelve thousand light-years. The survivors sought the protection of the Core Worlds, and the Hutts prepared for war—which didn't come. Eventually the Hutts learned that humans didn't understand clan bonds: They acknowledged no overriding human authority at all, and their Republic was a hodgepodge of species bound not by kinship, but by mere documents.

But war found the Hutts nonetheless. What sparked the Hutt Cataclysms is unknown, but by the time the civil war ended around 15,000 BBY, Varl and other ancient colonies were lifeless wastes. The surviving clans relocated to Evocar, renamed Nal Hutta. There they established the Council of Elders to represent the Hutt clans. The council's decisions would bind any Hutt who claimed clan rights, preventing rivalries from becoming too destructive.

The council was the brainchild of Budhila Hestilic Amura, as was the philosophy called kajidic. Kajidic taught that fierce competition among clans was the way to winnow out the weak, but rejected outright war and territorial conquest. That was for lesser creatures; instead of sending slave armies to subjugate human worlds, the Hutts would rule them from within. So total was the transformation of Hutt culture that their earlier history was soon transmuted into myth.

Over several centuries treaties with the Republic fixed the Coreward boundaries of Hutt Space. Intrepid traders blazed a new route—the *Ootmian Pabol* in Huttese—from the Republic frontier across unexplored space to Nal Hutta, while others followed the old Tionese route from the Perlemian to the Hutt entrepot of Sleheyron.

Sleheyron and Nal Hutta's moon Nar Shaddaa became boomworlds, with Hutt entrepreneurs traveling the *Ootmian* to Republic space. The *Pabol Hutta*, rarely traversed by outlanders, linked Nal Hutta and Sleheyron, its length dotted with ever-richer clan throneworlds. Meanwhile, a third route—the *Shag Pabol*, or Slave Road—led Rimward to possessions never seen by the Republic. Within a few millennia the Hutts had wormed their way into not just the Republic underworld, but its megacorps as well. Blotus the Hutt even became Chancellor—and is still hailed as among the greatest to hold office.

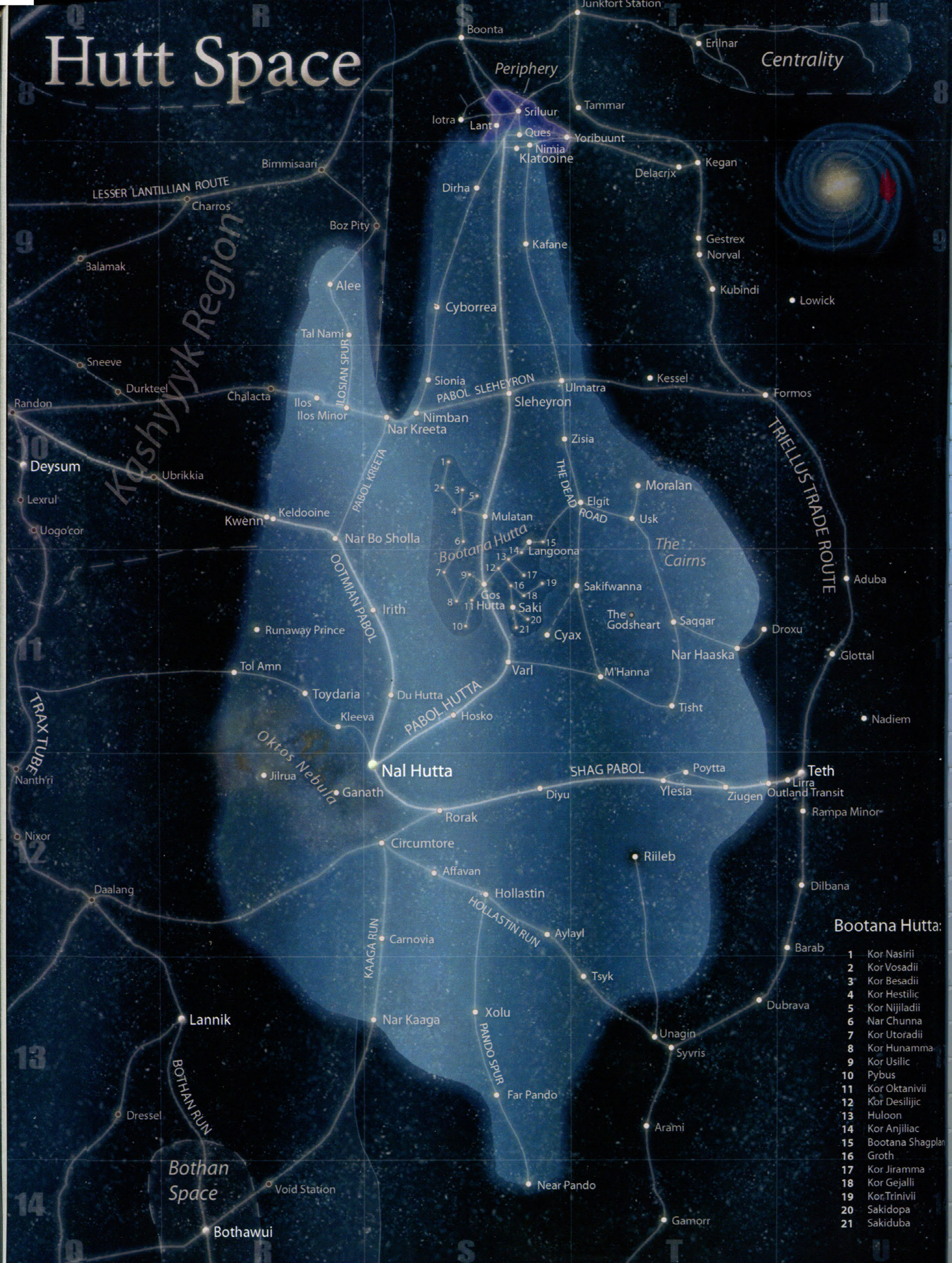
Today the kajidic philosophy is so ingrained in Hutt life that the very clans now bear the name. Kajidic taught the Hutts to exploit galactic civilization rather than confronting it, and helped them survive periodic reversals. The original *Ootmian Pabol* was sundered when a supernova destroyed the Kyyr system and created the Thornhedge Nebula, forcing explorers to find new routes across the gap between the Republic and Hutt Space. The disruption and the rise of the Corellian Run finished Nar Shaddaa as a respectable trade world. But it would rise again as the Smugglers' Moon, a shadowport without equal.

The Hutts made little complaint as the Republic gradually advanced into their Coreward territories, betting that a formal title meant little compared with economic power. They were correct: As the Republic rotted, the Hutts won economic control of more and more systems. During the Clone Wars, worlds as far-flung as Gyndine, Tatooine, and Toong'l answered to Hutt masters, and the Hutts played the Republic and Separatists against each other, demanding a high price for access to the trade routes they controlled.

With the New Order the Hutts faced a revitalized militaristic power, one that required occasional shows of obeisance but could be outmaneuvered. The Empire's anti-slavery decrees hurt the Hutts—but exceptions were made for Hutt Space and several cooperatives, which the Hutts quickly moved to control. The Empire organized the Hutt-dominated areas Rimward of Hutt Space into sectors, but the Hutts bought off most of the newly appointed Moffs. Sarn Shild, the Moff of Baxel sector in the years before the Battle of Yavin, was given responsibility for Hutt Space, but both he and the Hutts knew decrees from Teth weren't worth the flimsiplast they were printed on.

The Empire showed its teeth now and then: It annexed Sriluur and its neighbors, established token manufacturing facilities in Hutt Space, and sent a task force to attack Nar Shaddaa shortly before the Battle of Yavin as part of a supposed crackdown on lawlessness—an attack blunted by an uprising of local smugglers led by future Rebel heroes Han Solo and Lando Calrissian. And it moved against individual kajidics and warned that Rebel activity wouldn't be tolerated in Hutt Space.

But the Hutts were mostly left alone, in part because they generated enormous tax revenues for the Imperial war machine. The Hutts maintained a wary coexistence with the New Republic, but were brought to the brink of ruin by the Yuuzhan Vong, who betrayed them and Vongformed many of their worlds, forcing many kajidics to relocate to Tatooine and other ports. Still, the


Hutt Space
Periphery
Centrality
Junkfort Station
Boonta
Erilnar
Sriluur
Tammar
Iotra
Lant
Ques
Yoribuunt
Nimia
Klatooine
Bimmisaari
Kegan
Delacrix
LESSER LANTILLIAN ROUTE
Charros
Dirha
Boz Pity
Kafane
Gestrex
Norval
Balamak
Kashyyyk Region
Alee
Kubindi
Lowick
Cyborrea
Tal Nami
ILOSIAN SPUR
Sneeve
Durkteel
Sionia
PABOL SLEHEYRON
Ulmatra
Kessel
Formos
Chalacta
Ilos
Ilos Minor
Sleheyron
Randon
Nimban
Nar Kreeta
Zisia
TRIELLUS TRADE ROUTE
Deysum
Ubrikkia
PABOL KREETA
THE DEAD
Moralan
Lexrul
Elgit
ROAD
Kwenn
Keldooine
Mulatan
Usk
Uogo'cor
Nar Bo Sholla
Bootana Hutta
The Cairns
Langoona
OOTMIAN PABOL
Aduba
Sakifwanna
Gos
Hutta
Saki
Irith
The Godsheart
Saqqar
Droxu
Runaway Prince
Cyax
Nar Haaska
Glottal
Tol Amn
Varl
M'Hanna
Toydaria
Du Hutta
PABOL HUTTA
Tisht
TRAX TUBE
Kleeva
Hosko
Nadiem
Oktos Nebula
Nal Hutta
SHAG PABOL
Poytta
Teth
Nanth'ri
Jilrua
Ganath
Diyu
Ylesia
Lirra
Ziugen
Outland Transit
Rampa Minor
Rorak
Nixor
Circumtore
Riileb
Affavan
Dilbana
Daalang
Hollastin
HOLLASTIN RUN
Aylayl
Barab
KAAGA RUN
Carnovia
Tsyk
Dubrava
Lannik
Nar Kaaga
Xolu
Unagin
PANDO SPUR
Syvris
BOTHAN RUN
Far Pando
Dressel
Arami
Bothan Space
Void Station
Near Pando
Bothawui
Gamorr
Bootana Hutta:
1 Kor Nasirii
2 Kor Vosadii
3 Kor Besadii
4 Kor Hestilic
5 Kor Nijiladii
6 Nar Chunna
7 Kor Utoradii
8 Kor Hunamma
9 Kor Usilic
10 Pybus
11 Kor Oktanivii
12 Kor Desilijic
13 Huloon
14 Kor Anjiliac
15 Bootana Shagplan
16 Groth
17 Kor Jiramma
18 Kor Gejalli
19 Kor Trinivii
20 Sakidopa
21 Sakiduba

Hutt worlds proved oddly resistant to Yuuzhan Vong biotech—within a decade the Hutts had reoccupied most of their worlds, and even a much-reduced Nar Shaddaa had regained some of its scuzzy infamy. (Galactic Alliance scientists proved keenly interested in the secrets of this resistance.) After the invasion, the Hutts sought to dominate reconstruction efforts near Hutt Space, and some kajidics reconsidered the traditional Hutt distaste for direct confrontations, sending warships to support the Confederation against the Galactic Alliance.

A CLOSER LOOK: HUTT SPACE AND NEIGHBORING REGIONS

Hutt Space includes thousands of inhabited worlds not shown on this map, along with millions of uninhabited systems.

Keldooine is a minor trading world and customs stop for ships entering Imperial space.

Kwenn Space Station, an eons-old sprawl of docking bays, warehouses, and towers, is one of Hutt Space's major trading systems and one of the galaxy's most infamous shadowports. The Empire controls several docking bays and repair facilities, though stormtroopers are a rare sight.

Overcrowded, polluted **Irith** is a motley stop on the *Ootmian Pabol.*



Hutts, attended by slave species

Du Hutta is a Hutt colony world dotted with private retreats owned by Nal Hutta's Hutts, as well as the estates of minor Hutts from a number of kajidics.

Orbiting a dim companion star to Y'Toub, **Nar Hekka** is a cold world transformed centuries ago by an eccentric Hutt clan head into a labyrinth of domed parks, arboretums, and botanical gardens. The planet is now also home to bizarre Yuuzhan Vong vegetation.

Boonda's Moon orbits the lifeless gas giant known as **Kleeva.** During the Galactic Civil War it was a droid factory of some repute and one of the galaxy's foremost legitimate Hutt businesses.

For **Nal Hutta** and **Nar Shaddaa,** see pages 84–85.

For **Toydaria,** see page 108.

Tol Amn is a murky, stormy world where Hutt serfs of various species grow foodstuffs.

Runaway Prince is a minor Hutt colony world. It's had its peculiar name (Lordunkee Wanpolla in Huttese) for as long as the Hutts can remember, but the tale behind it has been forgotten.

The Oktos Route skirts the bright clouds of the Oktos Nebula, a vast, largely uncharted cloud of gases whose outer drifts reach the fringes of the Y'Toub system. Within the Oktos is a legendary planet **Ganath,** home to a near-human species that's built a spacefaring civilization using steam-powered technology. Ganath escaped the Yuuzhan Vong's attention.

Jilrua is home to a towering, war-like species conquered by the Hutts millennia ago and used as attendants, retainers, and gladiators by a number of Hutt clans, Yahk-Tosh warlords, and t'landa Til. Their homeworld is a desert planet circling a blue giant, rarely visited by outsiders.

Nar Kaaga is a cold, swampy trade world that's home to a number of H'uun and Shell Hutt clans.

Carnovia is a humid waterworld whose depths are prowled by gigantic eels. Immature Carnovian eels are prized snacks for Hutts, and are raised in pens by Hutt slaves.

The clan of armored Hutts known as the Shell Hutts dwell in an artificial, ring-shaped planetoid in the **Circumtore** system. The system's other planets are blasted and lifeless, their scarred surfaces bearing testament to some ancient cataclysm.

Affavan is a seedy, smoggy gambling world frequented by Hutt servant species, along with t'landa Til, Shell Hutts, and the occasional H'uun and slumming Hutt.

A small but thriving Hutt trade world, **Hollastin** serves as a clearinghouse for goods from outside Hutt Space. It was unscathed in the Yuuzhan Vong War and has grown greatly in importance.

Aylayl is a lush world of deep forests and spiky mountains, mined by Hutt slaves.

Tsyk is a gloomy, polluted globe whose native Tsyklen are a wily client species prized by the Hutts.

A hot, humid planet that has resisted the Hutts, **Riileb** is an independent island in Hutt Space.

Unagin is a minor trade world in the Al'Nasrl sector, a common stop for ships coming to and from Hutt Space.

A shadowport on a moon in an otherwise lifeless system, **Syvris** is a favorite haunt of spice smugglers.

Xolu is the homeworld of the Yahk-Tosh, a six-armed, slug-like species believed to be distant relatives of the Hutts. They have pledged fealty to the Hutt Grand Council.

Far Pando is a pleasant agrarian world controlled by the Yahk-Tosh.

Near Pando is a fledgling trade world, site of the mysterious ancient ruins known as the Malabar Construct.

Rorak 4 is an industrial world that's home to the largest slave market in Hutt Space. In orbit above is Rorak 5, a space station

where Hutt clan leaders, pirates, and occasionally even legitimate traders meet.

Diyu is an industrial world reliant on slave labor. It escaped the Yuuzhan Vong advance.

Ylesia is a slave colony dedicated to spice production, disguised as a religious retreat.

Poytta is a refueling stop for slave ships and smuggler craft working the *Shag Pabol.*

Ziugen is a slave colony split between industry and agriculture.

A refueling station on a barren planetoid, **Outland Transit Station** is a common destination for ships headed into Hutt Space from Baxel sector, and the site of innumerable intrigues among smugglers, Rebels, Hutt operatives, and Imperial agents.

The resort world **Lirra** is a bone of contention between the Empire and the Hutts, who maintained extensive slave holdings there even after the Empire organized the surrounding region of space into Baxel sector.

Hosko is a verdant agricultural world with an orbital space station frequented by free traders and smugglers.

The original Hutt homeworld, **Varl** is now barren and poisoned. The Hutts consider it sacred, and their ships challenge any craft that approach. The Hutts refuse to discuss its fate during the Yuuzhan Vong invasion.

M'Hanna is a desolate planet of jet-black dust scoured by supersonic winds, the subject of all manner of rumors and legends about its history.

Only the Hutt Grand Council can authorize travel to **Tisht,** about which almost nothing is known to outsiders.

Saqqar is an icy world whose snowy plains are broken by gigantic ruined towers left by a now vanished civilization. A half-derelict orbital station serves the few ships that travel along the Dead Road.

Nar Haaska is a rarely visited trade world.

A ringed moon in the Cignet system, **Droxu** is orbited by a refitted space station controlled by the Hutts.

A derelict world, **Usk** was the home of an extinct slave species whose name has been forgotten.

Moralan is a ruined world. The now extinct Moralan were a slave species that shook off the Hutt yoke and founded a nascent republic before being crushed by forces commanded by the legendary Boonta the Hutt.

A minor trade world, **Elgit** is a clearinghouse for goods earmarked for the Bootana Hutta.

Zisia is the rich homeworld of the Zisians, for millennia a pliant slave species.

Ulmatra is a minor trade world on the *Pabol Sleheyron.*

Kafane is a poor agricultural world.

A lackluster industrial world, **Nimia** is occasionally used as a meeting place between Hutt servants and outlanders who have failed to attract much favor with the Hutts.

The dominant world of the Si'klaata Cluster, **Klatooine** was seized by the Hutts millennia ago and is home to several of their most useful slave species. The cluster is also home to Vodran, Kintan, and Vontor, the sight of three famous battles with Xim's forces. Few outlander ships are allowed within the Si'klaata.

Ques is a motley spaceport at the edge of Hutt Space, typically used by ships heading for the Si'klaata. Outlanders landing at Ques are interrogated extensively.

Sriluur is the Weequay homeworld and the dominant planet of the Sisar Run. Located in the Periphery, a small region wrested from Hutt control by the Empire, Sriluur was a busy world frequented by smugglers and traders with business in Hutt Space. The Weequay have adapted grudgingly to Vongforming.

Lant is a trade world of the Periphery with extensive Hutt holdings.

Dirha was a gritty industrial world used as a refueling point for ships heading for Nimban and Nar Kreeta before it was Vongformed.

Cyborrea is the heavy-gravity homeworld of a war-like Hutt client species used as muscle. It's famous for its armored Battle Dogs.

Sionia is the homeworld of the Skups, a near-human species with a vast range of genetic characteristics. Rumor has it the Skups were genetically altered by another species and sold to the Hutts ages ago.

Nimban is the homeworld of the Nimbanese, who are famous for having voluntarily left the Republic to join Hutt Space.

Nar Kreeta is a Hutt colony and a major trade world devastated by Vongforming.

Ilos is a bland agricultural world dotted with cities. Millennia ago the Ilosians expanded to hundreds of nearby colony worlds before being engulfed in Hutt Space; their economic clout and technological prowess allowed them to preserve more freedom than is typical of most Hutt slave species. The Ilosians are believed to have suffered terribly at the hands of the Yuuzhan Vong.

Ilos Minor is an Ilosian colony world that served as a transfer point for foodstuffs and raw materials from the planets of the Ilosian Spur.

Tal Nami is the home of a species of avid traders (also called the Tal Nami) renowned for their hatred of dirty dealings and open loathing of their Hutt masters.

Alee, the Vippit homeworld, is an agricultural world with a substantial Ilosian minority and extensive dealings with the systems of the Mid Rim.

The trade world **Sleheyron** is second only to Nar Shaddaa in terms of economic power and intrigue. The Hutts are tight-lipped about its fate under the Yuuzhan Vong, and do not allow outsiders to visit.

Mulatan is a gateway to the *Bootana Hutta* and dedicated to the defense of its worlds. Hutt warships, a rare sight elsewhere in Hutt Space, are common here, and outlanders are advised not to linger. Spacer talk has it that the *Bootana Hutta* escaped the Yuuzhan Vong, and may have been the source of whatever biotechnology allowed the Hutts to mitigate Vongforming's effects.

Traffic from Nal Hutta headed for the *Bootana Hutta* is funneled through **Gos Hutta,** which boasts three verdant worlds and a number of orbiting space stations. Particularly powerful or favored outlanders were once summoned to meet kajidic leaders here. As with Mulatan, Hutt warships are common sights here.

A representative kajidic throneworld of the *Bootana Hutta,* **Kor Besadii** is a lush, swampy planet marked by ancient, sprawling palaces of the Besadii clan. Clan rivalries are muted within the *Bootana Hutta,* and open violence is rare: Dozens of kajidics whose influence has all but evaporated still retain their throneworlds as melancholy reminders of lost status. Outlanders encountered here are almost invariably slaves.

Groth was once a throneworld; it's now a resort given over to gambling and gladiatorial exhibitions.

Langoona is the homeworld of a once favored slave species that rebelled against the Hutts centuries ago and paid a horrible price. The Langoonans have been stripped of all technology and driven to the edge of extinction; they are preserved as the objects of sadistic Hutt safaris, with their population carefully maintained to ensure good hunts.

Bootana Shagplan is a clearinghouse for luxury goods and site of the *Bootana Hutta*'s slave market.

Lush, unpopulated **Pybus** is rumored to be covered with ruins, and considered taboo by the Hutts for mysterious reasons.

Nar Chunna is a trade world of the *Bootana Hutta*, reputedly awash in priceless artifacts.

Formerly the homeworld of a pliant, loyal Hutt slave species, **Huloon** was depopulated centuries ago and turned into a nature preserve. Small populations of Huloons still live on many worlds outside the *Bootana Hutta*; the Hutts take sadistic glee in intercepting and tormenting Huloons desperate for a glimpse of their stolen home.

Saki is the bustling industrial homeworld of the Sakiyans, a smart, tough species that resisted the Hutts' armies millennia ago and has maintained a prickly, nominal independence ever since. **Sakidopa, Sakiduba,** and **Sakifwanna** are colony worlds. Their fate since the Yuuzhan Vong invasion is unclear.

The brightest stars in Varl's sky, the worlds of the **Cyax** system are considered taboo by the Hutts and avoided.

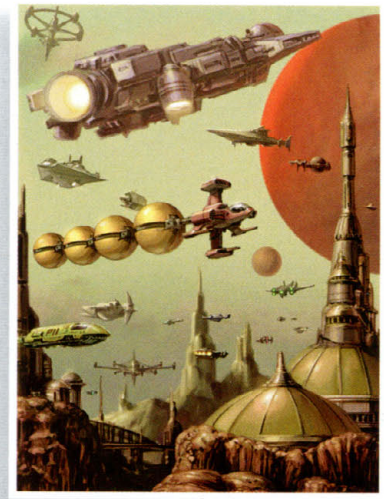
The **Godsheart** is a pulsar sacred to the Hutts, who once made divinations based on the changing duration and frequency of its flashes.

THE OUTER RIM TERRITORIES

The Outer Rim Territories are the largest region of the galaxy, the least explored, and the most diverse in terms of population and culture. As this is the territory farthest from the center of galactic civilization, the hand of government has historically been the lightest in the Outer Rim, and for millennia dissidents, pilgrims, and freedom seekers have fled the galaxy's more populated precincts for a new start in its vastness.

But while the Outer Rim has offered greater freedom, that freedom has come with a price: The Outer Rim is so far from Coruscant that the institutions of galactic civilization have often been little more than theoretical concepts, with communications and the rule of law unreliable or wholly absent. And this far from the prying eyes of the Core, terrible crimes and abuses often go unseen or unchecked. Whether its source is the void between the stars or the empty souls of those who thrive when justice falters, darkness is never far away in the Outer Rim, and wise Rimmers trust their blasters and their wits above faith in anything so ephemeral as civilization.

The worlds of the Outer Rim are immensely varied, as you'd expect for a vast region that includes some systems settled eons ago and others yet to be properly surveyed. Eriadu is an urban world that rivals the megalopolis planets of the Core for economic might and prestige, while the recorded history of weary Desevro dates back to dimly remembered ages before the Republic's rise. Lawless shadowports abound, but even here there is great variety—Terminus is a bustling world whose skies are filled with strange ships piloted by unknown species, while the desert flats of Aduba are dotted with bleached derelicts bearing witness to smugglers' busted dreams. Tatooine is a trade depot for the mighty Hutts, while the glittering spaceport world Entralla is a bastion of Human High Culture. And from Dagobah to Muskree to Tund, everywhere there are worlds barely inhabited, left barren, or harboring secrets.

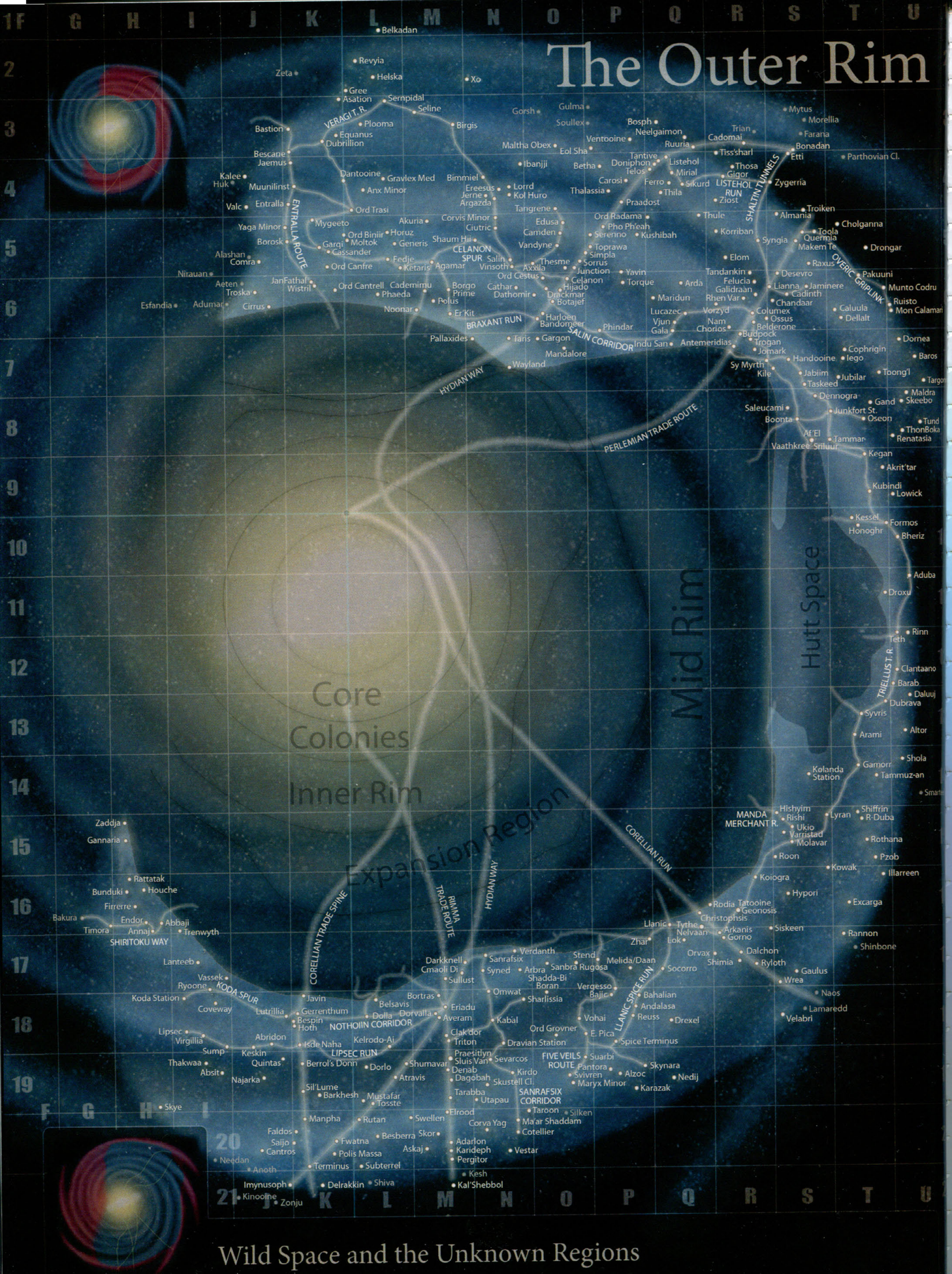


Skies over Terminus

The exploration of the Outer Rim proceeded in fits and starts. The Jedi stronghold of Ossus and the planets of the Tion Hegemony were known before the founding of the Republic; the Hutts were a galactic power long before Republic traders reached their borders; and many of the Outer Rim worlds on or near the Corellian Run and Perlemian Trade Route were settled when parts of the Inner Rim were still considered the frontier. Plucky traders have made use of alien scouts' navigational data since the dawn of the Republic, and the discovery of ancient "lost" colonies in the Outer Rim is so common that it barely makes HoloNet newscasts.

Mass settlement of large portions of the Outer Rim didn't begin until the period between 5500 and 3000 BBY, when colonists marched down the galaxy's "new" trade routes—the Corellian Trade Spine, Rimma Trade Route, and southern Hydian Way—and then expanded rapidly among those three routes in the southern portion of the galaxy. Expansion was slower in the galaxy's northern quadrant, hamstrung by Sith convulsions, the depredations of Mandalorian raiders, and the horrors of the Kanz Disorders. But for all that, routes soon crisscrossed between the Perlemian and the northern Hydian. In a reversal of the galaxy's usual pattern, the pace of Outer Rim exploration was slowest within the Slice, where the Hutts held actual or de facto dominion over many outlying worlds. The most notable trade route of the Outer Rim is the Triellus Trade Route, which begins at Centares on the Perlemian in the Mid Rim and dips Rimward of Hutt Space, connecting a number of motley worlds (wiseacres sometimes call it the "Hutt Highway") before emerging to cross the Corellian Run and end at Enarc, once again in the Mid Rim. The Triellus spans more than seventy-five thousand light-years, but travel times along it are far slower than on better-established routes, and it's plagued by pirates, slavers, and worse.

The Republic lost control of much of the Outer Rim in the Draggulch period, particularly after the Jedi defeat at the Battle of Mizra in 1466 BBY. It can be argued that central control never returned. Around 1000 BBY the Battle of Ruusan ended the Sith


The Outer Rim
Core
Colonies
Inner Rim
Expansion Region
Mid Rim
Hutt Space
Wild Space and the Unknown Regions
Belkadan
Revyia
Zeta
Helska
Xo
Gree
Asation
Sernpidal
Seline
VERAGI T. R.
Bastion
Plooma
Birgis
Equanus
Dubrillion
Bescane
Jaemus
Kalee
Huk
Muunilinst
Dantooine
Gravlex Med
Bimmiel
Anx Minor
Valc
Entralla
ENTRALLA ROUTE
Ord Trasi
Yaga Minor
Mygeeto
Akuria
Corvis Minor
Ciutric
Ord Biniir
Horuz
Borosk
Gargi
Moltok
Generis
Shaum Hii
Cassander
Alashan
Comra
Fedje
CELANON SPUR
Salin
Ord Canfre
Ketaris
Agamar
Vinsoth
Nirauan
Aeten
Troska
JanFathal
Wistril
Ord Cantrell
Cademimu
Phaeda
Borgo Prime
Polus
Cathar
Dathomir
Esfandia
Adumar
Cirrus
Noonar
Er'Kit
BRAXANT RUN
Harloen
Bandomeer
Pallaxides
Taris
Gargon
Mandalore
Wayland
HYDIAN WAY
Gorsh
Gulma
Soullex
Bosph
Neelgaimon
Ventooine
Maltha Obex
Eol Sha
Ibanjii
Betha
Tantive
Doniphon
Telos
Listehol
Mirial
Carosi
Ferro
Sikurd
Thassia
Thila
Praadost
Ereesus
Jerne
Argazda
Lorrd
Kol Huro
Tangrene
Ord Radama
Pho Ph'eah
Serenno
Kushibah
Edusa
Camden
Vandyne
Toprawa
Simpla
Sorrus
Junction
Celanon
Hijado
Drackmar
Botajef
Thesme
Axxila
Ord Cestus
Yavin
Torque
Arda
Maridun
Lucazec
Vjun
Gala
Phindar
Indu San
Antemeridias
SALIN CORRIDOR
Trian
Cadomai
Ruuria
Tiss'sharl
Thosa
Gigor
Sikurd
LISTEHOL RUN
Zygerria
SHALTIN TUNNELS
Ziost
Thule
Korriban
Tandankin
Felucia
Galidraan
Rhen Var
Vorzyd
Chorios
Nam
Budpock
Trogan
Jomark
Mytus
Morellia
Farana
Bonadan
Etti
Parthovian Cl.
Troiken
Almania
Cholganna
Toola
Quermia
Syngia
Makem Te
Drongar
Raxus
Elom
Desevro
Pakuuni
Munto Codru
Lianna
Jaminere
Cadinth
Chandaar
Columex
Ossus
Belderone
Ruisto
Mon Calamari
Caluula
Dellalt
OVERIC GRIPLINK
Dornea
Cophrigin
Iego
Handooine
Baros
Sy Myrth
Kile
Jabiim
Jubilar
Toong'l
Taskeed
Dennogra
Maldra
Gand
Skeebo
Saleucami
Junkfort St.
Oseon
Tund
Boonta
ThonBoka
Renatasia
Af'El
Tammar
Vaathkree
Sriluur
PERLEMIAN TRADE ROUTE
Kegan
Akrit'tar
Kubindi
Lowick
Kessel
Formos
Honoghr
Bheriz
Aduba
Droxu
Rinn
Teth
Clantaano
Barab
Daluuj
Dubrava
TRIELLUS T. R.
Syvris
Arami
Altor
Shola
Gamorr
Tammuz-an
Kolanda Station
Zaddja
Gannaria
MANDA MERCHANT R.
Hishyim
Rishi
Lyran
Shiffrin
R-Duba
Ukio
Varristad
Molavar
Rothana
Roon
Pzob
Kowak
Illarreen
Koiogra
Hypori
Excarga
Rattatak
Bunduki
Houche
Firrerre
Bakura
Endor
Abbaji
Timora
Annaj
Trenwyth
SHIRITOKU WAY
CORELLIAN TRADE SPINE
RIMMA TRADE ROUTE
HYDIAN WAY
CORELLIAN RUN
Rodia
Tatooine
Geonosis
Christophsis
Llanic
Tythe
Nelvaan
Arkanis
Siskeen
Rannon
Shinbone
Zhar
Lok
Gorno
Orvax
Dalchon
Shimia
Ryloth
Gaulus
Wrea
Naos
Lamaredd
Velabri
Lanteeb
Vassek
Ryoone
KODA SPUR
Koda Station
Coveway
Javin
Lutrillia
Gerrenthum
Bespin
Hoth
Belsavis
Bortras
Eriadu
Dorvalla
Averam
Kabal
Darkknell
Cmaoli Di
Sullust
Sanrafsix
Syned
Verdanth
Arbra
Shadda-Bi
Boran
Omwat
Sharlissia
Stend
Sanbra
Rugosa
Melida/Daan
Socorro
Vergesso
Bajic
LLANIC SPICE RUN
Bahalian
Andalasa
Reuss
Drexel
Vohai
Ord Grovner
E. Pica
Spice Terminus
Dravian Station
Clak'dor
Triton
Praesitlyn
Sluis Van
Sevarcos
Denab
Kirdo
Dagobah
Skustell Cl.
Tarabba
Utapau
SANRAFSIX CORRIDOR
Taroon
Silken
Ma'ar Shaddam
Cotellier
Corva Yag
Elrood
Swellen
Rutan
Manpha
Besberra
Skor
Fwatna
Polis Massa
Askaj
Adarlon
Karideph
Pergitor
Vestar
Kesh
Kal'Shebbol
Terminus
Subterrel
Delrakkin
Shiva
Imynusoph
Kinooine
Zonju
Needan
Anoth
Saijo
Cantros
Faldos
Skye
Lipsec
Virgillia
Abridon
Isde Naha
Kelrodo-Ai
LIPSEC RUN
Sump
Keskin
Quintas
Thakwaa
Absit
Najarka
Berrol's Donn
Dorlo
Shumavar
Atravis
Sil'Lume
Barkhesh
Mustafar
Tosste
Manpha
Rutan
Swellen
Faldos
Saijo
Cantros
Needan
Anoth
Imynusoph
Kinooine
Zonju
NOTHOIIN CORRIDOR
FIVE VEILS ROUTE
Suarbi
Pantora
Svivren
Maryx Minor
Alzoc
Skynara
Nedij
Karazak
Nirauan
Esfandia
Lipsec
Virgillia
Sump
Thakwaa
Absit
Skye
Needan
Anoth
Imynusoph
Kinooine
Zonju
Zaddja
Gannaria
Rattatak
Bunduki
Houche
Firrerre
Bakura
Endor
Abbaji
Timora
Annaj
Trenwyth
SHIRITOKU WAY
Lanteeb
Vassek
Ryoone
KODA SPUR
Koda Station
Coveway
Javin
Lutrillia
Gerrenthum
Bespin
Hoth
Belsavis
Bortras
Eriadu
Dorvalla
Averam
Kabal
Darkknell
Cmaoli Di
Sullust
Sanrafsix
Syned
Verdanth
Arbra
Shadda-Bi
Boran
Omwat
Sharlissia
Stend
Sanbra
Rugosa
Melida/Daan
Socorro
Vergesso
Bajic
LLANIC SPICE RUN
Bahalian
Andalasa
Reuss
Drexel
Vohai
Ord Grovner
E. Pica
Spice Terminus
Dravian Station
Clak'dor
Triton
Praesitlyn
Sluis Van
Sevarcos
Denab
Kirdo
Dagobah
Skustell Cl.
Tarabba
Utapau
SANRAFSIX CORRIDOR
Taroon
Silken
Ma'ar Shaddam
Cotellier
Corva Yag
Elrood
Swellen
Rutan
Manpha
Besberra
Skor
Fwatna
Polis Massa
Askaj
Adarlon
Karideph
Pergitor
Vestar
Kesh
Kal'Shebbol
Terminus
Subterrel
Delrakkin
Shiva
Imynusoph
Kinooine
Zonju
Needan
Anoth
Saijo
Cantros
Faldos
Skye
Lipsec
Virgillia
Abridon
Isde Naha
Kelrodo-Ai
LIPSEC RUN
Sump
Keskin
Quintas
Thakwaa
Absit
Najarka
Berrol's Donn
Dorlo
Shumavar
Atravis
Sil'Lume
Barkhesh
Mustafar
Tosste
Manpha
Rutan
Swellen
Faldos
Saijo
Cantros
Needan
Anoth
Imynusoph
Kinooine
Zonju
NOTHOIIN CORRIDOR
FIVE VEILS ROUTE
Suarbi
Pantora
Svivren
Maryx Minor
Alzoc
Skynara
Nedij
Karazak
Nirauan
Esfandia
Lipsec
Virgillia
Sump
Thakwaa
Absit
Skye
Needan
Anoth
Imynusoph
Kinooine
Zonju

threat (at least for a millennium) while the Ruusan Reformations restored the Republic—but disbanded its standing military. Security became largely the responsibility of the Republic's individual systems—a task beyond many of the poorer Outer Rim worlds. In much of the Outer Rim, Hutts filled the power vacuum left by the Sith; elsewhere, piracy, slavery, and simple anarchy hampered expansion. In 124 BBY the Republic declared the entire Outer Rim a free-trade zone in a bid to jump-start economic development. The plan succeeded, but the primary beneficiary was the Trade Federation, which took advantage of that strategy and a change in Senate rules to gain political control of many of the Outer Rim's poorer sectors. (In 33 BBY the Senate defied the Trade Federation and resumed the taxation of Outer Rim trade, precipitating the blockade of Naboo and fanning the Separatist flames.)

The Separatist threat forced the Republic to once again become a centralized military power; the sieges of the remaining CIS strongholds required it to reassemble the infrastructure required to reestablish government authority in the Outer Rim. The Empire benefited from these efforts and brought the full weight of its military to bear in the Outer Rim, battling Separatist remnants, pirates, slavers, and Rebels in countless systems.

Loyalty to the Empire varied immensely in the Outer Rim. Beyond loyalist enclaves such as Eriadu and the surrounding sectors, many planets weary of lawlessness welcomed the return of central control (to the extent that such control was possible in so vast a region) and the renewed push to expand the galactic frontier. But the Empire mercilessly prosecuted its war against enemies real and imagined, and its explorations were often followed by ruthless exploitation—developments that bred sympathy for the Rebellion.

The aftermath of the Galactic Civil War felt all too familiar to Rimmers of a certain age: Central control faltered amid repeated battles between the New Republic and Imperial warlords, all but collapsed during the Yuuzhan Vong invasion, and was hampered by the conflict between Coruscant and Corellia. Once again, for better and for worse, large parts of the Outer Rim were on their own.

WILD SPACE AND THE UNKNOWN REGIONS

The Republic and the Empire sprawled across nearly unimaginable expanses, governing millions of worlds and quadrillions of beings. Yet each covered only a fraction of the galactic spiral. Even today whole portions of the galaxy are sketchily explored or completely unreachable, and fall under the classifications of Wild Space and the Unknown Regions.

Wild Space is not strictly a region, nor is it a formal government label. It is a name applied to the unsettled galactic fringe and any similar territory with negligible colonization or industrial development. This definition means that the borders of Wild Space are highly changeable—early in the Republic's history, even the venerable Slice bore the label of Wild Space. In the modern area its contours are not easily classified. The wispy fringe of the eastern disk generally carries the label, as does the meandering border that separates the galaxy's civilized bulk from its smaller Unknown Regions counterpart. Other pockets of Wild Space can be found all over the map, from isolated star clusters to barren swaths crossed only by rogue comets.



A holographic star map from the Jedi Archives

The distinction between Wild Space and the Unknown Regions is a simple one: Wild Space has been explored (however minimally) with the findings recorded in official logs, while the Unknown Regions have not. The worlds of Wild Space largely ignore the central galactic government. While many of these worlds are peaceful, others are havens for fugitives, and its orbital bodies are riddled with bootlegger tunnels, smuggler hideaways, and stashes of pirate loot.

The Unknown Regions have a rich grip on the public imagination. The term describes all areas that have never been directly surveyed by Republic/Imperial scouts. Although the label is popularly applied to the less-known parts of the western disk, it also describes the disk's halo of gas, dust, and stars, as well as its satellite galaxies. When the aggregate of all this territory is summed, the Unknown Regions can reach a volume nearly triple the size of settled space. By some calculations, however, just 15 percent of the galactic disk's total stellar mass qualifies as part of the Unknown Regions.

The chunk of the Unknown Regions found within the galactic disk is a peculiar legacy of hyperspatial geography. While every star in the galaxy—including those in the Unknown Regions—has long been plotted by Republic astronomers, starlight reaching a telescope in no way implies the existence of a hyperlane that would allow the observer to visit the star in person. Hyperspace trailblazing is a trial-and-error process of finding a lucky tunnel through a swirling extradimensional morass, sometimes aided by erecting S-thread boosters to brute-force a tunnel where none previously existed.

Without any "western" analogues to the Perlemian Trade Route or the Corellian Run, early explorers allowed that half of the galaxy to lie idle for millennia as busy colonists filled in the Slice. Only later did it become clear that westward passage was, in fact, barred. A tangle of hyperspace anomalies west of the Deep Core essentially stitched the galaxy in half. Theorists could not pin the singularity's existence on any realspace phenomena, but most agreed that the tangled braid formed the midline of the galactic barrier that enveloped the galaxy in a shell of hyperspace turbulence. Hypotheses regarding its creation have speculated on natural origins (hyperspatial gravitic ripples) and the remnants of ancient conflicts (a purported barricade between the Celestials and the upstart Rakata). Despite its reputation as the hyperspace equivalent of a jagged-edged reef, the anomaly line was demonstrably permeable. Spacers swapped tales of hyperdrive mishaps

and ancient alien trails that were rumored to grant access to the heart of this terra incognita.

The Outbound Flight Project was one of the first government-sponsored colonization vessels to penetrate the Unknown Regions, employing the Force talents of onboard Jedi to smooth the hyperspace tangle. Emperor Palpatine is known to have enjoyed proprietary knowledge of the Unknown Regions, and brought the Chiss military genius Thrawn to Coruscant. He later charged Thrawn with establishing a loyalist "Empire of the Hand" within the Unknown Regions' wild expanse.

The dangers of the Unknown Regions are many—in known space, most amoral, expansionist species were cowed or exterminated long ago. In addition to the militaristic and highly disciplined Chiss, its populations include the venal Vagaari slavers, the illusion-spinning mollusks called Crokes, and the fanatical, expansionist Ssi-ruuk. Outside the disk, in the satellite galaxy Companion Besh, live the Nagai and the Tofs, who invaded Imperial space following the Battle of Endor.

Normalization of relations with the Chiss empire led to the establishment of stable hyperroutes and a wealth of new information about the territory. The label Unknown Regions is now largely inaccurate, at least when applied to the galactic disk. The galactic halo and the satellite galaxies, however, are still poorly understood, and remain a source of mystery and menace.

MISCELLANEOUS REGIONS

As the Republic expanded, it swallowed up any number of mini empires established by spacefaring civilizations. Some joined the Republic freely. Others fell by force of arms. Still others joined the Republic but kept their territorial integrity, becoming Allied Regions nominally ruled by Moffs. Most Allied Regions were eventually absorbed into the Republic as sectors. With their disappearance, the term region came to mean something else entirely. It could refer to a sector or sectors dominated by a single species, such as Trianii Space; to an area notable for its geography, such as Parfadi, with its unnavigable Black Nebula; to an area with a common philosophy or shared history, such as the Trailing Sectors or the New Territories; or to a centrally governed area beyond the Imperial frontier, such as the Morellian Commonwealth. Today "region" most commonly refers to one of the areas corresponding to eras of exploration and settlement, of which the most important are the Core Worlds, Colonies, Inner Rim, Expansion Region, Mid Rim, and Outer Rim Territories. These vast areas were formally incorporated into the galaxy's system of government with the rise of the Empire.

But the old meaning of the term hasn't been entirely lost: Some Allied Regions have endured, though their status has become largely ceremonial. Here are several of these remaining regions:

Atrisian Commonwealth. For millennia, politicians and generals have studied Atrisian writings on diplomacy, governance, and military strategy, most of them dating back to the years before the Atrisian branch of humanity ever left their homeworld. Atrisia, sometimes known as Kitel Phard after the dynasty that united the planet, is one of some two hundred settled worlds in the commonwealth, a narrow slice of space in the Core Worlds near the Unknown Regions. Atrisians are an insular people, but some have sought their fortunes in the wider galaxy. Atrisia declared its independence after the death of Emperor Palpatine, but later accepted Allied Region status in the New Republic.

GLOBULAR CLUSTERS AND SATELLITE GALAXIES

Baobab Merchant Marine Academy, Manda: Officer Candidate School Orientation, Day 12

Okay, settle down. Time for another look at our galaxy. You see these bright dots way above and below the disk? Those are globular clusters. There are nearly two hundred of them, each cramming hundreds of thousands of stars into a hundred light-years or so.

Don't confuse globular clusters with clusters you'll find in the galactic disk—those are collections of stars that formed in the same molecular cloud, and are still closely packed together. Like Hapes, or the Plooriods. Most of the globular clusters are much farther above or below the plane, in the stellar halo. Odds are they're lifeless—globular clusters are made up of very old stars, and unlikely to be hospitable to life. But lifeless or not, they're worth a look. You ever run a job out to Zekulae, at the heart of the Zeemacht Cluster, lift your eyes from the comm for a minute. You'll be staring up at a matrix of bright orange and red giants, neutron stars, pulsars, and blue stragglers the Zeku call the Cosm's Well. It's about the most beautiful thing I've ever seen that I couldn't buy or sell, and that's saying something.

Then there are the dwarf satellite galaxies, some of which have twenty billion stars. They're ranked by distance, closer ones first. So the nearest one is formally called Companion Aurek, though you might know it as the Rishi Maze. You can get there, though running the tangle of routes through your navicomputer might just boggle its circuits. The other one is Companion Besh, and as far as I know nobody's ever named it. It's not too far off, galactically speaking—maybe 150,000 light-years—but I don't know of anyone who's been there save some probots. As for Companions Cresh through Grek, they're much farther out.

There are some inhabited worlds in the Rishi Maze, and I've heard cantina tales of scout ships from Besh. But I doubt there's much life out there—as with the globular clusters, you're talking about mostly ancient, metal-poor stars. The Empire officially lists the Companions as part of the Unknown Regions, but I call that wishful thinking: It's an awfully long way to go for not much. Trust me, there's a lot left to explore closer to home.

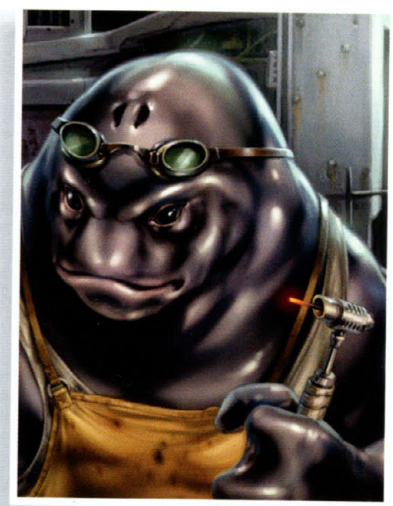
Bothan Space. Canny diplomats and information brokers, the Bothans were among the few species to fend off the Hutts, whose machinations they have checked for millennia. Located in the Mid Rim, Bothan Space includes some 150 settled systems, most of them dominated by Bothan colonists, and is ruled by the Bothan Council, made up of representatives from hundreds of Bothan clans. The Empire allowed Bothan Space to retain its Allied Region status, but kept a wary eye on the Bothans and their ambitions.



Bothan

Botor Enclave/Daupherm Planet States. Ancient rivals, these two adjoining territories on the edge of the Core have fought no less than forty wars, some lasting hundreds of years, since accepting Allied Region status in the early days of the Republic. Over the millennia a huge number of laws and traditions have sprung up to govern nearly every form of Botor–Daupherm conflict, from vendettas to privateering to all-out war. The Republic and Empire have typically intervened only when fighting spills out into the larger galaxy. The Botori are an ursine species with some two dozen star systems tucked within the fringes of a nebula; the Dauferim are humans who control more than thirty systems. Both of these regions declared their independence during the struggle between the New Republic and the Imperial successor states.

Herglic Space. An ancient species, the huge bipeds known as Herglics began colonizing the stars around Giju before the founding of the Republic; they once controlled a substantial territory in the Colonies and what's now the Inner Rim. This empire crumbled a millennium before an official alliance between Giju and the Republic, and today Herglic Space is a knot of some forty star systems on and around the Rimma Trade Route, a continuation of the ancient Herglic route known as the Hidakai Pool. The newborn Empire nationalized Herglic manufacturing centers, brutally suppressing an uprising before granting it nominal status as an Allied Region. Hundreds of worlds along the Rimma outside Herglic Space have substantial Herglic populations. Herglic Space regained Allied Region status as a member of the New Republic and Galactic Alliance.



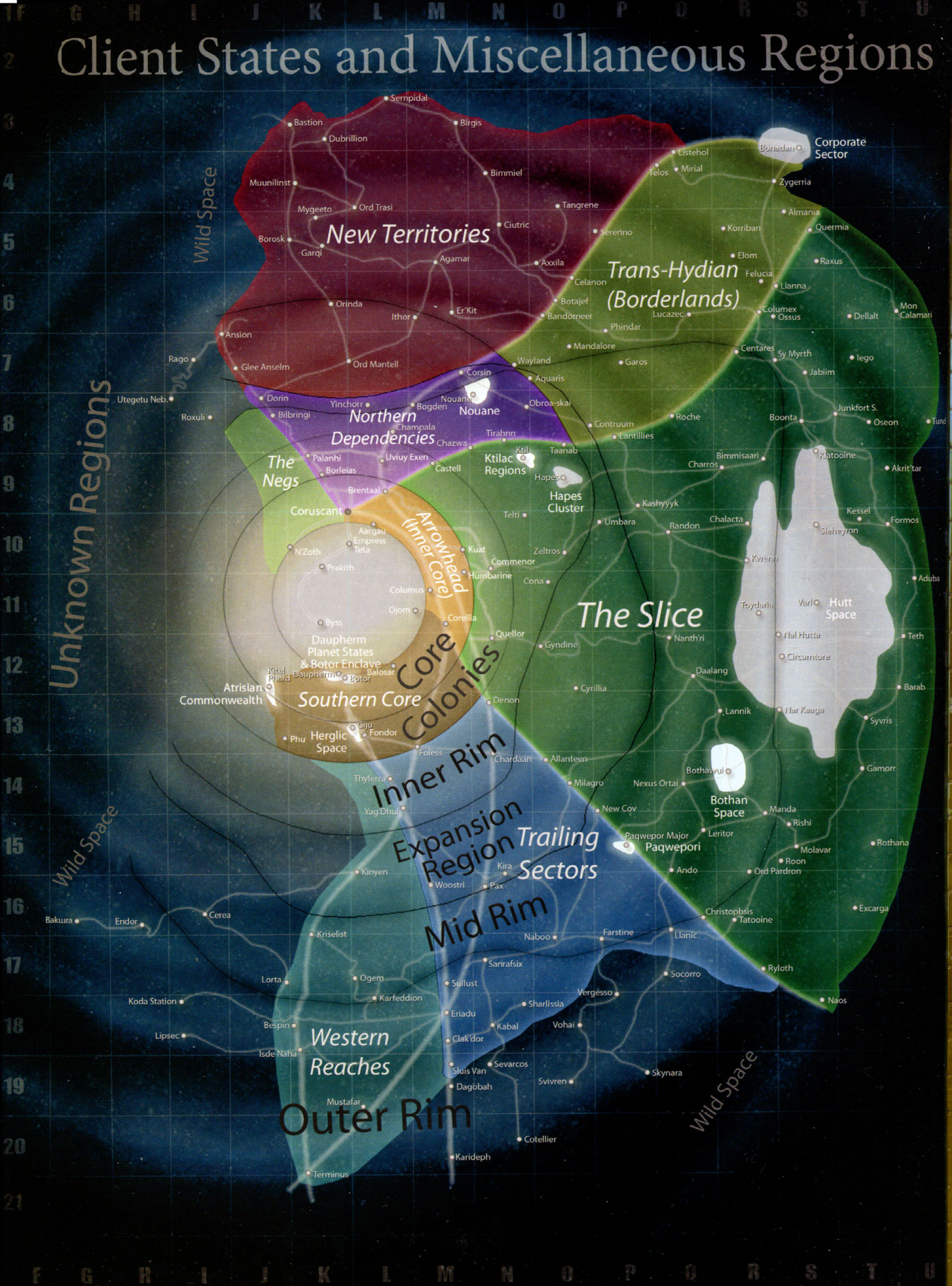
Herglic

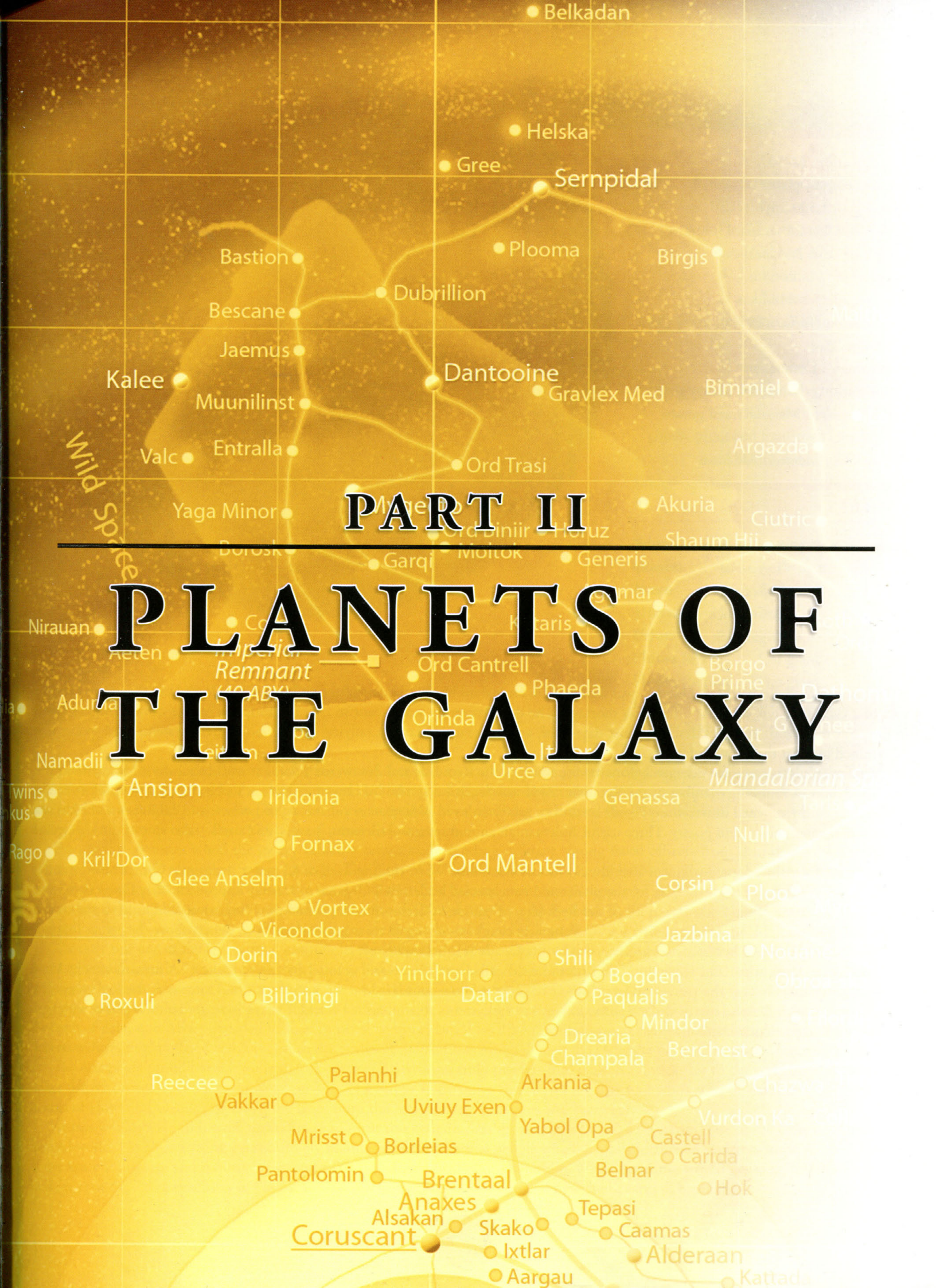
Ktilac Regions. A cluster of star systems off the Perlemian Trade Route in the Inner Rim, the Ktilac Regions are a confederacy ruled by three species—the Ktilacs (native to Ktil), the Murachaun (hailing from Nahsu Minor), and the Tocoyans (from the desert planet Tocoya). The three have evolved a common culture and quasi-religion in which each species is seen as complementary to the other two. The rest of the galaxy is seen as unholy; Ktilacs, Murachaun, and Tocoyans encountered there are apostates banished from the Regions. Each species rules sixty-three star systems; with another three (Daedalon, Tun Wala, and Vob) open to outsiders under strict conditions. The regions retained Allied Region status under the New Republic and Galactic Alliance.

Nouane. In the Republic's early days Nouane was a thriving mini empire in the Inner Rim, a beacon of civilization in the untamed reaches of space beyond the Slice. Its capital world (also called Nouane) was a destination for Core artists and philosophers drawn by its fabled libraries. Nouanese ministers were common sights in the highest ranks of power on ambitious Republic worlds, and the coolly unsparing political philosophy of its legendary Four Sages of Dwartii remains much studied and debated. Nouane sought the protection of the Republic after suffering at the hands of Mandalorian clans; an Allied Region of 212 inhabited systems, it retained much of its sense of identity and stood as a loyal supporter of the Empire. After the Empire fell Nouane declared its independence.

Paqwepori. A small cluster of rich star systems just off the Corellian Run in the Mid Rim, Paqwepori became a favored destination for Republic traders pushing beyond the frontiers of known space eons ago, drawn by rumors of Paqwepor Major's chaotic bazaars and the operatic antics of its flamboyant traders. The Paqwepori love good bargains, tall tales, and big ambitions, while loathing politics and any law that could limit individual expression or initiative. (To a Paqwepor, that's just about any law.) Paqwepori includes nearly ninety settled systems. This region retained Allied Region status under the New Republic and Galactic Alliance.

Client States and Miscellaneous Regions





PART II

PLANETS OF THE GALAXY

ALDERAAN



Grid Location: M-10
Terrain: Forests, plains
Diameter: 12,500 km
Length of Day: 24 standard hours
Length of Year: 364 local days
Population: 2 billion
Sentient Species: Humans
Species Mix: Humans (95%), other (5%)
Language: Basic
Government: Democracy
Major Exports: Wine, art, luxury goods
Major Imports: Manufactured goods, electronics
System/Star: Alderaan/Alderaan

PLANETS	TYPE	MOONS
Raisa	Searing rock	0
Alderaan	Terrestrial	1
Delaya	Terrestrial	0
Avirandel	Barren rock	1
Avishan	Frigid rock	0

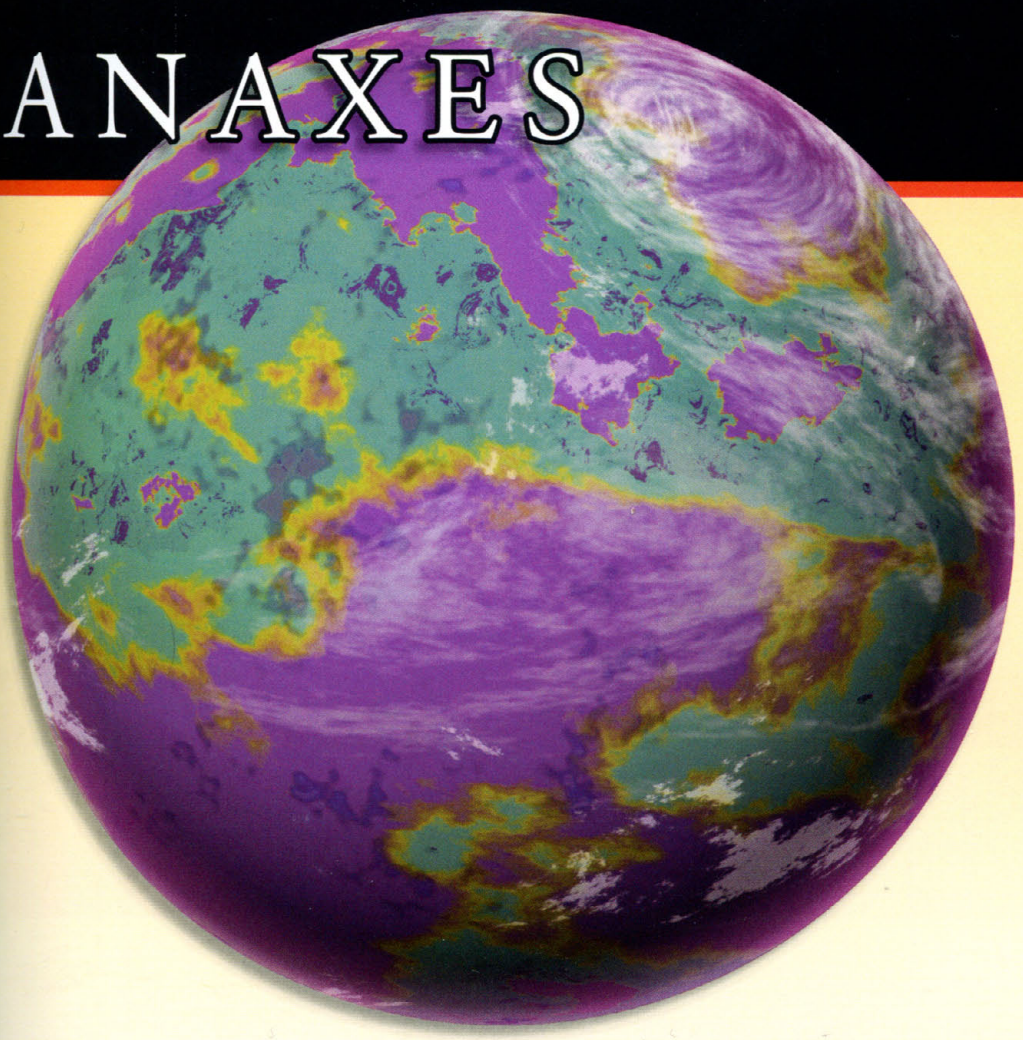
The peaceful, idyllic world of Alderaan was destroyed in an instant by the planet-shattering laser of the Death Star, the greatest atrocity of a Galactic Civil War that offered no shortage. The demonstration was meant to cow the Empire's restive worlds and keep them in line, but the Death Star was destroyed just days later, and Alderaan became a rallying cry for individuals, systems, and species now determined to resist the New Order.

Human colonists came to Alderaan before the founding of the Republic and discovered a verdant world abandoned by an insect species, the Killiks. A founding member of the Republic, Alderaan became a symbol of human culture at its best, with cities built to coexist with nature, and renowned universities. People across the galaxy enjoyed Alderaanian cuisine, spiced wines, and exhibitions of Alderaanian dance, theater, music, and poetry. Three useful Alderaanian animal species—thrantas, grazers, and nerfs—also spread throughout the galaxy.

Alderaan formally adopted pacifism after the horrors of the Clone Wars, ridding itself of all major weaponry. Cynics noted that this seemingly idealistic move made it easier for the planet and its respected leader, Bail Organa, to actively oppose the New Order in the Senate—all in the name of the finest traditions of the Republic, of course. Alderaan finally crossed the line between opposition and treason when Bail's successor, his adopted daughter Leia Organa, was caught receiving secret transmissions from Rebels above the planet Toprawa. Leia was interrogated and her homeworld destroyed by the Death Star before her eyes.

The Death Star's superlaser left behind an asteroid field called the Graveyard, orbited by the remains of Alderaan's moon. Many Alderaanian exiles now visit the Graveyard to pay their respects to those murdered by the Empire, a ritual known as the Returning. The planet's sister world, Delaya, survived the destruction and is the system's sole inhabited world. Delaya is an agricultural planet with light industry and no particular claim on galactic importance.

ANAXES



Grid Location: L-9
Terrain: Plains, forests, mountains
Diameter: 16,100 km
Length of Day: 26 standard hours
Length of Year: 352 local days
Population: 512 million
Sentient Species: Humans
Species Mix: Humans (94%), other (6%)
Language: Basic
Government: Democracy
Major Exports: High-tech goods
Major Imports: Raw materials, consumer goods, processed foodstuffs
System/Star: Axum/Solis Axum

PLANETS	TYPE	MOONS
Selgon	Searing rock	0
Grastes	Toxic rock	1
Axum	Terrestrial	2
Anaxes	Terrestrial	1
Urfon	Frozen rock	1
Phlors Rex	Gas giant	18
Phlors Regina	Gas giant	15
Ichium	Barren rock	0
Anaxes Station	Artificial	0

The Defender of the Core, Anaxes is a fortress world that's been a seat of galactic power and prestige for millennia. Before the founding of the Republic it served as the chief shipyard and fortress of the Azure Imperium, ruled from its sister planet Axum, and played a similar role for the rapidly expanding Republic. Long steeped in naval tradition, it housed the Republic Naval College, which became the College of Planetary Security Forces after the Ruusan Reformations.

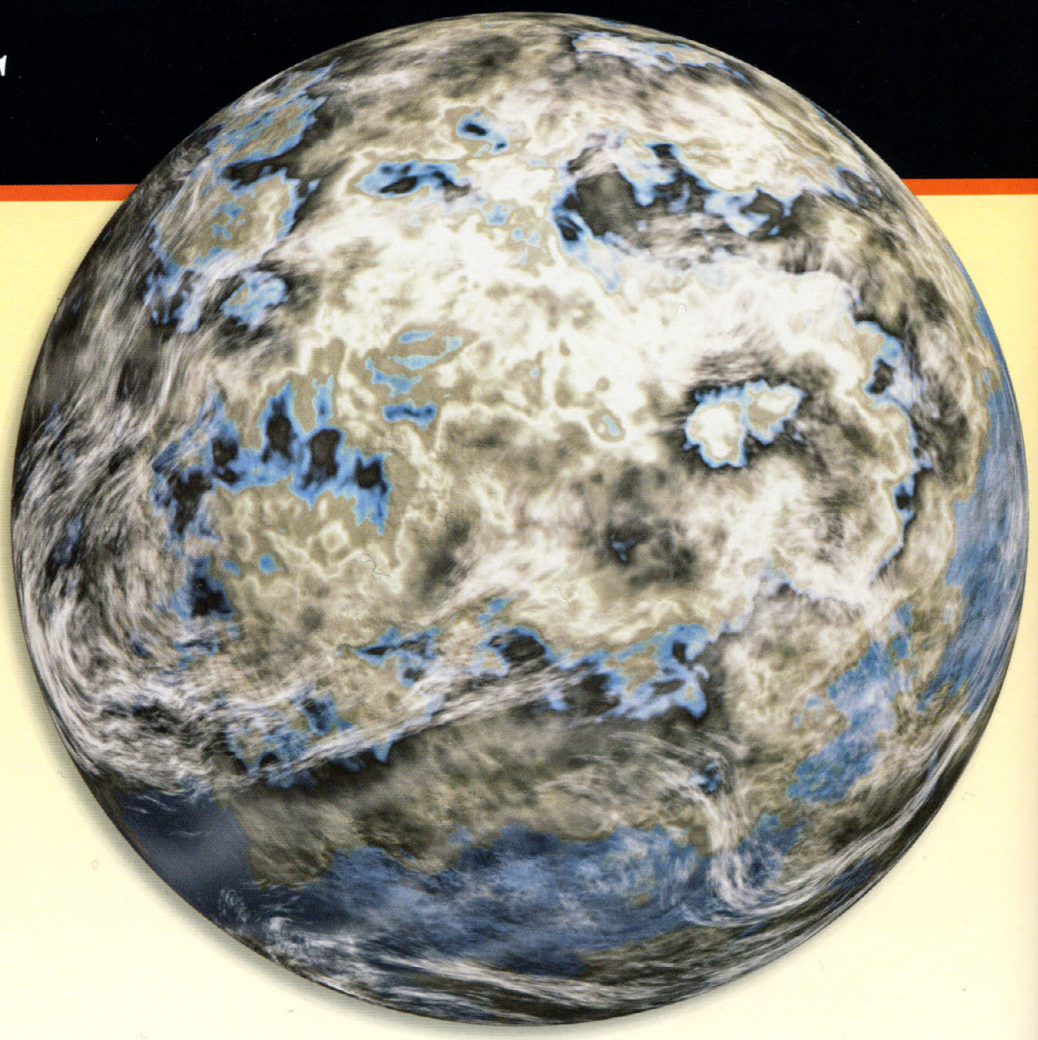
Even in the centuries when the galaxy lacked a centralized, standing military, young naval officers from countless worlds dreamed of Anaxes Citadel, the pinnacle of naval prestige. The plots of holodramas about the Republic Navy, Planetary Security Forces, Imperial Navy, and New Republic Navy all follow the same shopworn but beloved story line: Young man rises from his subsector military school to fleet camp, then to his sector military academy, then to the Naval Academy on Prefsbelt IV. Then comes war and bravery and—by the time the credits roll—a ceremony on the gleaming azure flagstones of Anaxes Citadel's Grand Piazza.

The navy was one of the few galactic institutions that Palpatine's Empire regarded with caution: Career officers were cashiered in favor of New Order zealots, but the Emperor also took pains to honor naval tradition. Anaxes became the command center of Imperial Center Oversector, guarded by Azure Hammer Command's fifty-seven capital ships and the Super Star Destroyer *Whelm*. Anaxes changed allegiances repeatedly during the scramble for power among post-Imperial warlords, with its backing often making and breaking these satraps; the chaos that followed the death of Zsinj in 8 ABY persuaded its final Imperial commandant, Osted Wermis, to support the New Republic. As it had for millennia, Anaxes's military might offered comfort against the terrors of the Yuuzhan Vong, though the Defender of the Core played little role in the war.

The Anaxsi are proud of their millennia of peace and privilege, and outsiders find it almost impossible to penetrate their social circles unless they've proved themselves in naval service. The Sirpar Hills above the citadel are a virtual who's who of naval tradition, with the manses of Holts and Ozzels just down the lanes from the mansions of Wermises and Banjeers.

Anaxes would be an industrial powerhouse in most star systems, but its output is dwarfed by Axum, one of the Core's mightiest urbanized worlds. Axumites are an excruciatingly mannered, rigidly formal people who'll happily lecture an unwary visitor about the legacy of the Azure Imperium and Axum's importance as a founding world of the Republic. While Axumites would never say anything so crass, to them even the eldest precincts of Coruscant have a faintly disagreeable tinge of new credits and ill breeding.

ANOAT



Grid Location: K-18
Terrain: Terrestrial
Diameter: 8,500 km
Length of Day: 17 standard hours
Length of Year: 220 local days
Population: 1 million
Sentient Species: None
Species Mix: Humans (50%), Ugnaughts (42%), other (8%)
Languages: Basic, Ugnaught
Government: Corporate colony
Major Exports: Industrial goods
Major Imports: Raw materials, foodstuffs
System/Star: Anoat/Anoat

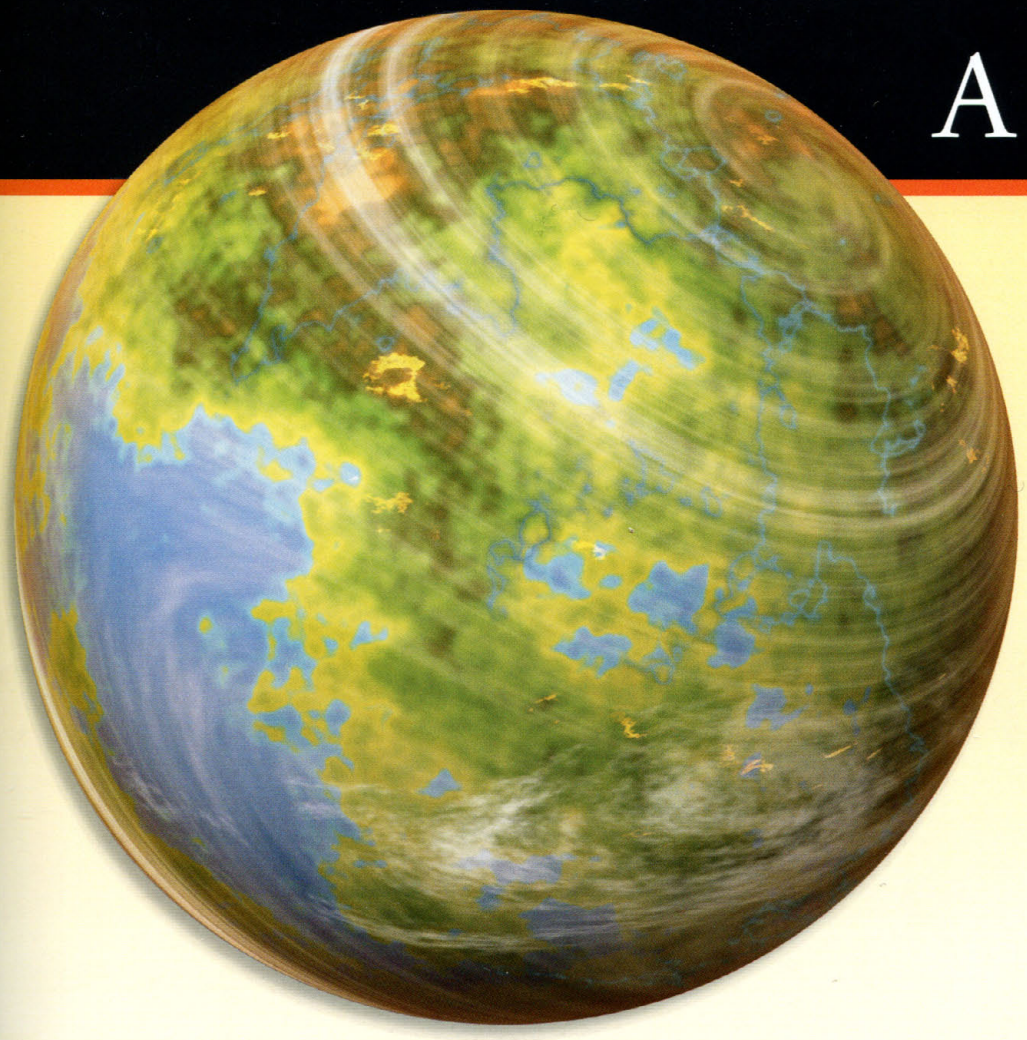
PLANETS	TYPE	MOONS
Kyood's World	Searing rock	0
Vinza	Hothouse world	0
Gentes	Terrestrial	1
Anoat	Terrestrial	1
Deyer	Terrestrial	0
Anoat Belt	Asteroid field	—
Pujool	Gas giant	6

The Anoat system has three habitable worlds, none of them particularly valuable or with lucky histories. Gentes is the homeworld of the Ugnaughts, a hardy, porcine species of surprising strength and industriousness. Anoat is a minor industrial world poisoned by toxic by-products. Deyer is a waterworld briefly colonized by a co-op of fish farmers in the final days of the Republic.

While Anoat, Gentes, and Gentes's moon Belsus all have valuable mineral deposits, the main attraction of the system has always been the native Ugnaughts. The Mugaari enslaved Ugnaught tribes centuries before the Republic annexed the Greater Javin region, and several other species have done the same, leaving Ugnaught colonies scattered across the Rim. With the Republic offering some protection, the Ugnaughts finally began to thrive, building Gentes and Belsus into industrial worlds. But both were occupied and decimated by Separatists led by General Grievous in the Clone Wars; today planet and moon are sparsely settled, though the Ugnaughts now control Bespin's Cloud City.

Anoat proper was settled by humans under a Figg Excavations charter shortly before the Clone Wars, but the planet was mined with a ruthless disregard for safety and left poisoned. It was resettled, again under a Figg charter, during the New Republic's rule of the galaxy. Humans settled Deyer a generation before the Clone Wars and had some success exporting fish to the worlds of the Corellian Trade Spine. But the idealistic Deyer colony went too far when it lodged a formal protest against the destruction of Alderaan and the policies of the New Order; the colony was destroyed by stormtroopers and its people packed off to prison worlds. Today few call it home; when Han Solo, Princess Leia, and Chewbacca fled to the Anoat system after the Battle of Hoth, they opted to limp along to Bespin rather than seek help from its desolate worlds.

ANSION



Grid Location: I-6
Terrain: Plains
Diameter: 9,250 km
Length of Day: 22 standard hours
Length of Year: 344 local days
Population: 25 million
Sentient Species: Ansionians
Species Mix: Ansionians (72%), humans (11%), Armalat (9%), other (8%)
Languages: Ansionian, Basic
Government: Oligarchy
Major Exports: Foodstuffs, textiles
Major Imports: Technology, consumer goods
System/Star: Ansion/Ansion

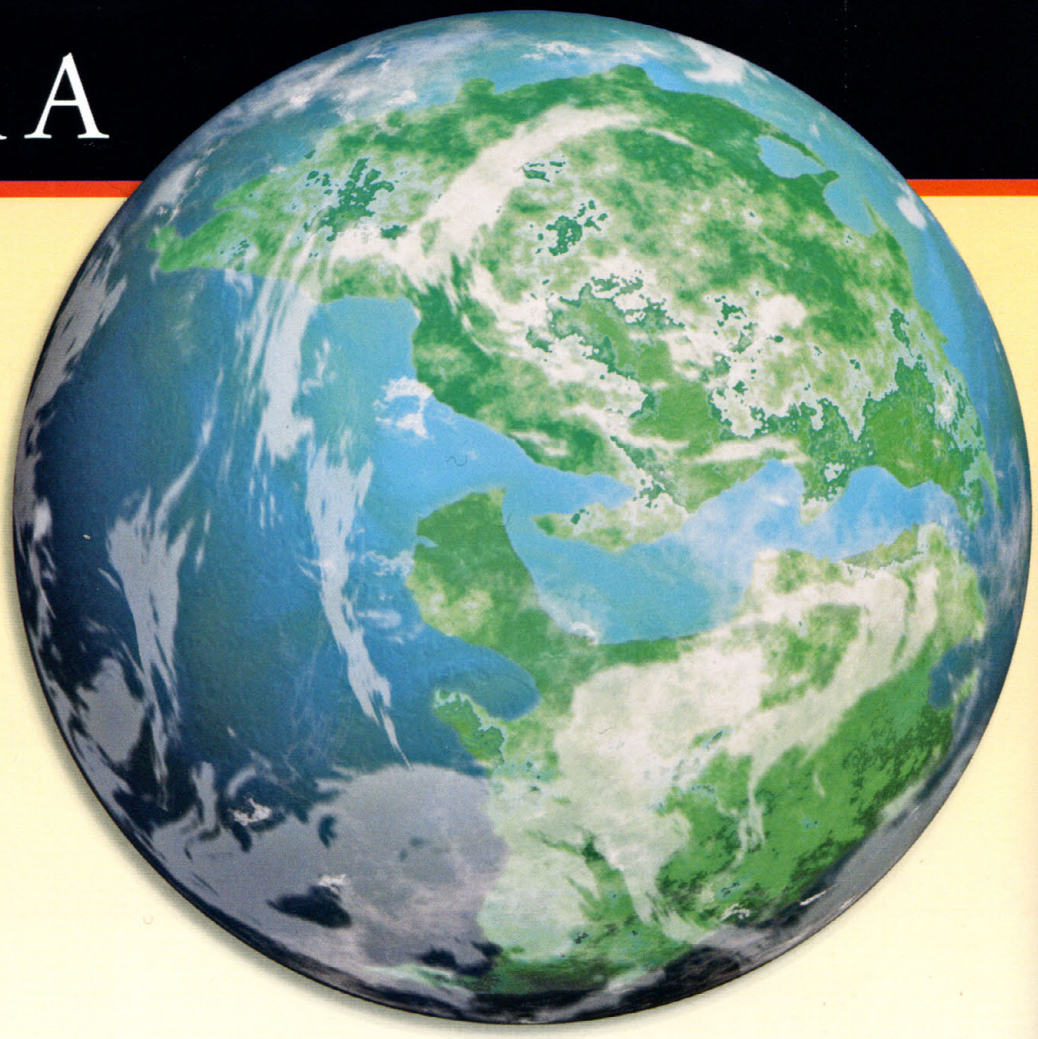
PLANETS	TYPE	MOONS
Fahariyn	Gas giant	3
Gaulix	Toxic soup	1
Ansion	Terrestrial	2
Soltan	Barren rock	4
Trauchta	Gas giant	6
Sulomu	Ice ball	1

During the final years of the Republic, little about the Mid Rim world Ansion seemed of more than local import: It was a planet of rolling plains, with a sentient species divided into a bewildering variety of clans—some city dwellers, some plains-loving nomads. But for all its seeming insignificance, Ansion held great strategic importance. The Malarian Alliance bound it to three other systems (nearby Dbari and Malari, and Mamendin, the Core World from which Malari was colonized), while the Keitumite Mutual Military Treaty enmeshed it with Malari and six others: Keitum, Mondress, Lonnaw, Dorin, Eeropha, and Glom Tho. And those systems, in turn, had treaties of their own. In probing the Republic's weaknesses, the Separatists saw Ansion as an opportunity: If Ansion seceded, some forty other systems could follow suit.

Many were the minds, however, that studied the weave of relationships within the Republic. The Jedi Council dispatched four Jedi—Masters Obi-Wan Kenobi and Luminara Unduli and their Padawans Anakin Skywalker and Barriss Offee—to Ansion on a mission to keep the planet in the Republic. After numerous adventures on Ansion's windswept plains, they succeeded in brokering a critical deal between the nomadic Alwari clans and the city dwellers represented by the Unity of Community. The Separatists' designs were foiled, at least for a time, and Ansion remained a loyalist world during the Clone Wars.

The Empire wasn't about to let Ansion remain a threat to the stability of the Mid Rim, but it moved with relative restraint: The newly appointed Moff for the Churnis sector quickly declared all existing alliances and treaties null and void, returning the planet to obscurity. Ansion was overrun, along with many other worlds of its sector, by the Yuuzhan Vong.

BAKURA



Grid Location: G-16
Terrain: Forests, plains, mountains
Diameter: 21,400 km
Length of Day: 23 standard hours
Length of Year: 302 local days
Population: 68 million
Sentient Species: Humans, Kurtzen
Species Mix: Humans (95%), Kurtzen (5%)
Languages: Basic, Kurtzen
Government: Democracy
Major Exports: Repulsorlift coils, namana-based products
Major Imports: Medicine, technology
System/Star: Bakura/Bakura

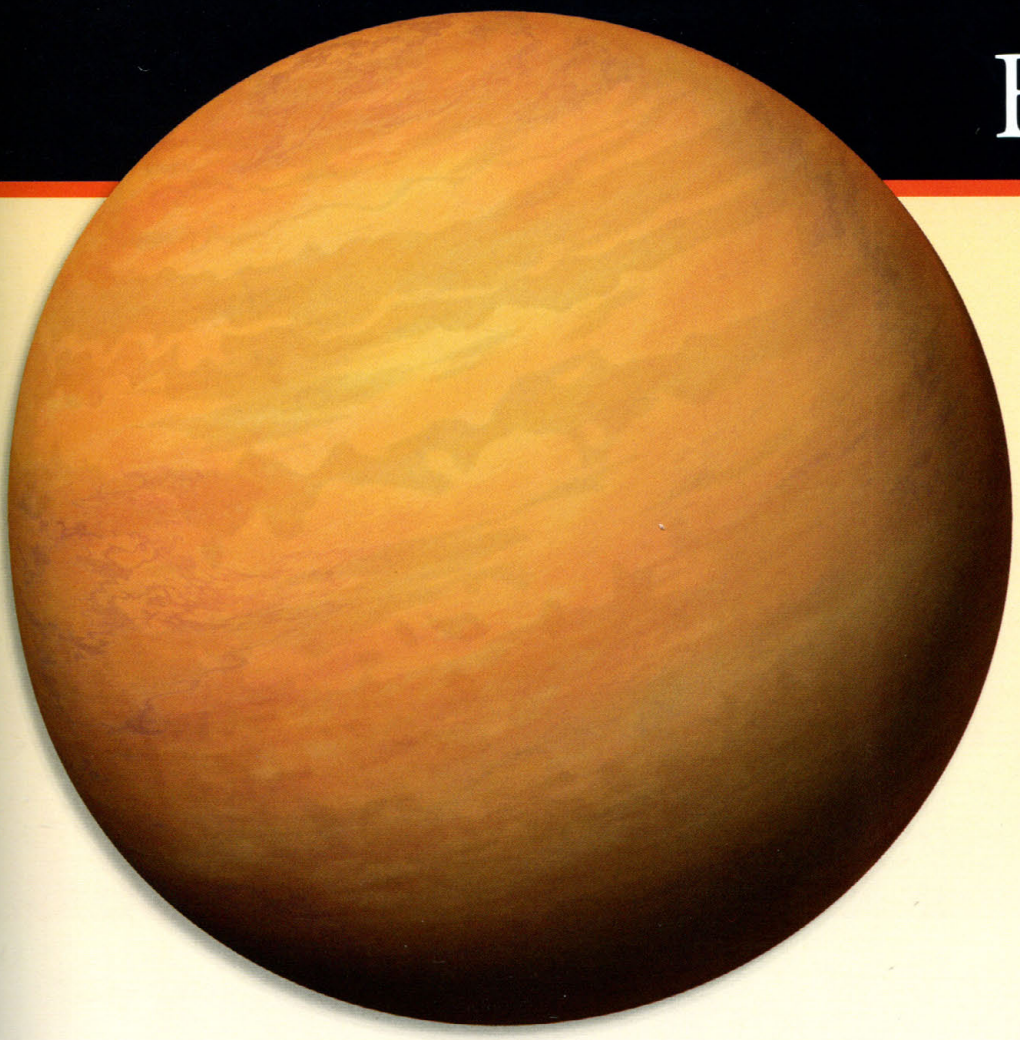
PLANETS	TYPE	MOONS
Bak	Searing rock	0
Kur	Barren rock	0
Bakura	Terrestrial	2
Arden	Gas giant	7
Bakura-5	Barren rock	1
Bakura-6	Ice ball	0
Bakura-7	Ice ball	0
Bakura-8	Ice ball	1

A lush world on the outer edge of the thinly inhabited Shiritoku Spur, far from busy space lanes, Bakura was all but unknown until the aftermath of the Battle of Endor, when an SOS from the planet reached the Rebels at Endor: Invaders from the Ssi-ruuvi Imperium had seized the system, seeking to enslave the Bakurans and "entech" their life energies in battle droids. Rebel and Imperial forces repulsed the attack; years later, with the galaxy busy fighting the Yuuzhan Vong, the Ssi-ruuk returned, only to have their latest gambit betrayed by the P'w'eck, a slave species.

Bakura was settled around 150 BBY by corporate colonists from the Core World of Hemei IV, who brought with them a belief in the Cosmic Balance. During the Clone Wars, Bakura opened itself to outside settlement after a brief Separatist incursion. The planet became known as a successful maker of repulsorlift coils, which attracted Imperial attention; a small Imperial fleet forcibly annexed Bakura a few months after the Battle of Yavin. After the first Ssi-ruuvi invasion failed, Bakura and the other Shiritoku worlds rejected New Republic membership, and the area remained formally part of Wild Space. (A Bakuran representative, Molierre Cundertol, was accorded honorary, nonvoting Senatorial status during the Black Fleet Crisis, in keeping with the Senate's traditions.) While Bakura remained independent, it did send its warships to the Republic's aid during the Corellian Insurrection.

Bakurans are known as independent, insular, and touchy. Upon meeting other Bakurans, they immediately have two questions: Are the newcomers descendants of the original settlers, and are they adherents of the Balance? Most Bakurans distrust droids, a legacy of a droid rebellion engineered by a rival corporation during the planet's early days. Except for the native Kurtzen, alien species are rarely seen on Bakura, leaving its people suspicious of them.

BESPIN



Grid Location: K-18
Terrain: Gas giant
Diameter: 118,000 km
Length of Day: 12 standard hours
Length of Year: 5,110 standard days
Population: 6 million
Sentient Species: Humans, Ugnaughts
Species Mix: Humans (68%), Ugnaughts (8%), Lutrillians (6%), other (18%)
Language: Basic
Government: Guild
Major Exports: Tibanna gas, cloud cars
Major Imports: Foodstuffs, technology
System/Star: Bespin/Bespin

PLANETS	TYPE	MOONS
Miser	Searing rock	0
Orin	Volcanic rock	0
Velser's Ring	Asteroid field	—
Bespin	Gas giant	2

Gas giants are rarely worth the expense of colonization, but Bespin is an exception: Its rose-colored clouds contain a fortune in valuable Tibanna gas. That's led to the creation of many floating communities in the "Life Zone," a band of breathable atmosphere thirty kilometers deep. Bizarre floating, flying, and drifting creatures native to the planet now share this area with repulsorlift cities that are home to humans, Lutrillians, and Ugnaughts, as well as numerous tourists. The most famous such settlement is Cloud City, a floating pleasure palace and Tibanna mine.

Cloud City was built by Ecclessis Figg, the eccentric "Master Trader of the Outer Javin," purportedly as a facility to collect Tibanna for hyperdrive coolant. In reality, Figg was spin-sealing this gas for use in blasters—an operation that would attract the attention of the powerful Mining Guild and imperil Figg's profits. To deflect the guild's attention, Figg turned his mining colony into a graceful, cosmopolitan resort, with the Tibanna operations hidden away. Soon the lie became the truth: Tourism alone made Cloud City profitable. The city's gambit failed when Boba Fett followed the *Millennium Falcon* there, leading to a visit from Darth Vader. Vader left behind a garrison, and stability wasn't restored until after the Battle of Endor. Under the New Republic, control of the city was given to local Ugnaught leaders, fulfilling a deal made by Lando Calrissian during his days as administrator.

Bespin's Life Zone is home to clouds of phosphorescent algae and colossal invertebrates known as beldons, which some scientists think produce Tibanna gas. The beldons are preyed upon by sharp-toothed predators called velkers. Rawwks are bat-like scavengers that have claimed abandoned prospecting stations for their roosts. Finally, a herd of Alderaanian thrantas calls Bespin home; their riders perform vertiginous "sky rodeos" for tourists. Besides Cloud City, visitors sometimes tour Tibannopolis, a repulsorlift city abandoned during the Clone Wars, and the Ugnaught Surface, a floating platform designed to mimic conditions on the Ugnaughts' homeworld of Gentes.

BESTINE



Grid Location: M-14
Terrain: Rocky islands, shallow seas
Diameter: 6,400 km
Length of Day: 26 standard hours
Length of Year: 680 local days
Population: 62 million
Sentient Species: Humans
Species Mix: Humans (97%), other (3%)
Language: Basic
Government: Informal council
Major Exports: None
Major Imports: Raw materials, technical gear (Imperial era)
System/Star: Bestine/Bestine

PLANETS	TYPE	MOONS
Cono	Scorched rock	0
Fala	Volcanic rock	1
Halco	Terrestrial	2
Bestine	Terrestrial	2
Burcana	Ice ball	4
Spussion	Gas giant	21
Hyomare	Gas giant	10
Rubler	Gas giant	29

Until recently, waterlogged Bestine was one of countless marginally colonized worlds that went uncounted in census surveys. Its profile zoomed when the Empire built a naval yard there, earning Bestine a disproportionate notoriety during the early years of the Rebel Alliance.

Bestine's surface is cracked and cratered, allowing water to permeate the crust and create a topography of shallow channels and tide pools. Failed Kian'thar efforts to colonize Bestine in 278 and 211 BBY did not discourage a commune of H'kig pilgrims from establishing their own foothold in 170 BBY. Generational erosion of central authority led to thousands of loosely affiliated encampments by the time of the Galactic Civil War, none of them more populous than a hundred thousand individuals.

Settlements could be found on tethered floats (Gasha), atop jutting island spires (Jahnae), or inside algae-rimmed lava tubes (Barlata). Residents had an easy time hunting the plentiful and largely tame animal life, including many breeds of armored fish and ubiquitous nests of sink-crabs.

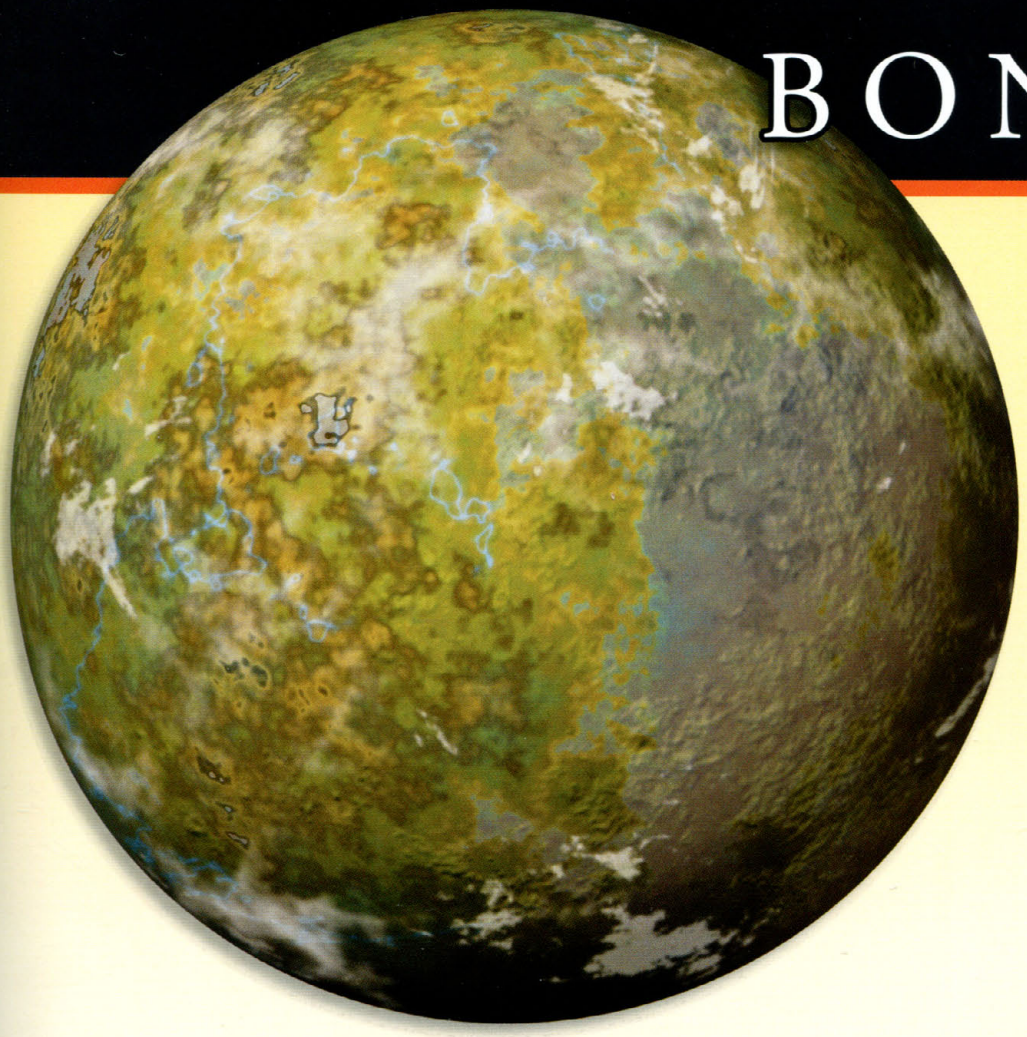
In 3 BBY the Empire selected Bestine as the site of a new naval yard. Imperial bureaucrats uprooted the Bestine colonists for security reasons, then reneged on a promise to give them new homes in an adjacent system. The bitter expatriates joined with underground agents on Bestine itself to forge a tenacious Rebel cell.

Several Bestinians distinguished themselves in the subsequent years. Jek Porkins joined the Rebel Alliance's famed Red Squadron, as did Zev Senesca when the Empire destroyed the Bestine system's Kestic Station in a show of force. Though not born on Bestine, Biggs Darklighter joined the Rebellion after making contact with a member of the Bestine cell.

The Imperial naval yard, target of the local resistance, thwarted all attempts at sabotage. Constructed directly on the water's surface, this facility—code-named Juggerhead—ostensibly manufactured shells for *Acclamator*-class Star Destroyers. In truth, Juggerhead was a high-security R&D facility used to develop the TIE torpedo, a streamlined one-person attack submersible.

Bestine became part of the New Republic after the defeat of Grand Admiral Thrawn in 9 ABY. Before evacuating, the Imperial team at Juggerhead scuttled the facility. Gleaming metal tunnels, partially encrusted with red limpets, are still visible at the bottom of the sea.

BONADAN



Grid Location: S-3
Terrain: Urban, wasteland
Diameter: 13,100 km
Length of Day: 44 standard hours
Length of Year: 259 local days
Population: 12 billion
Sentient Species: None
Species Mix: Humans (63%), Tiss'shar (11%), Hiitians (8%), other (18%)
Language: Basic
Government: Corporate board
Major Exports: Industrial goods, minerals
Major Imports: Foodstuffs, technology, consumer goods, luxury items
System/Star: Bonadan/Bonadan

PLANETS	TYPE	MOONS
Bonadan *Orbital Position A*	Asteroid belt	—
Bonadan *Orbital Position B*	Scorching ball	1
Bonadan *Orbital Position C*	Hothouse world	0
Bonadan	Terrestrial	2
Roonadan	Terrestrial	1
Bonadan *Orbital Position F*	Ringed gas giant	12
Bonadan *Orbital Position G*	Gas giant	6
Bonadan *Orbital Position H*	Ice ball	0

One of the Corporate Sector's busiest ports, Bonadan boasts ten gigantic spaceports, and at all times of the day or night its dim skies are crowded with ore barges, freight haulers, passenger liners, military craft, and commercial ships of every size and shape.

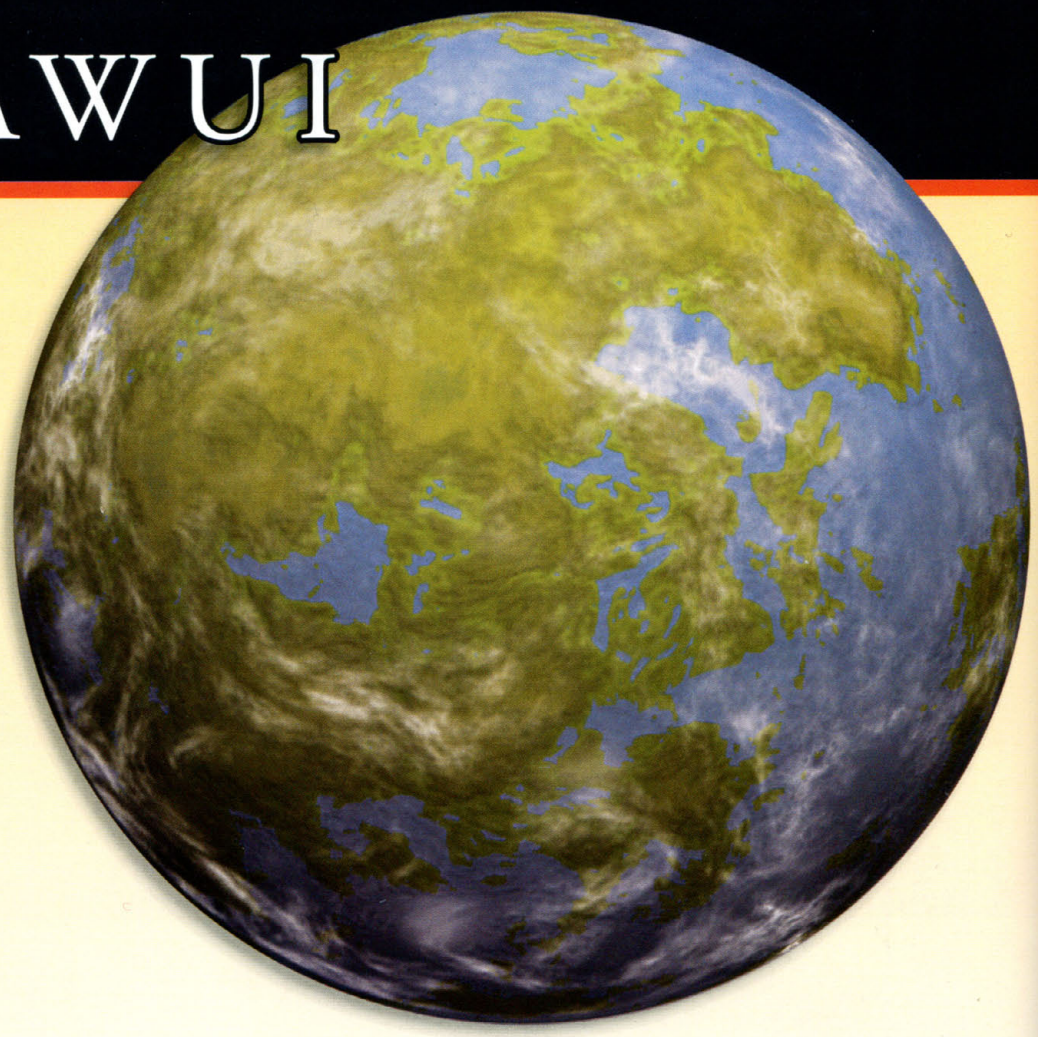
Much of Bonadan's surface is covered with factories, commercial parks, mining operations, and apartment complexes for Bonadanian workers of all species. On their commutes, workers who look up from their datapads are almost certain to pass complexes and facilities stripped of useful material and left to rust into scrap. That's the fate of almost anything on Bonadan that fails to meet annual metrics expected by market supervisors in their CSA corner offices. One day it'll be the fate of the planet itself—Bonadan is already plagued by choking pollution and foul-smelling rain that even its ubiquitous weather-control stations can't dissipate.

Bonadan bans all personal weapons, allowing exemptions only for the Espo security guards and high-ranking CSA personnel. This rule is enforced by a web of weapons detectors, including portable units carried by Espos, and punishments are severe enough that even hard-bitten freighter bums abide by it.

Bonadan's spaceports are cities in their own right, where new arrivals to the Corporate Sector gawp at aliens of every conceivable description. Outside the spaceports proper and their ancillary facilities and services, tourists mill about the ports' alien quarters or seek deals on hard-to-find tickets to see the Bonadan Blasters, one of the galaxy's best-known and most popular shock-ball squads.

Roonadan is a similarly sized planet with more industrial facilities. Most of its goods are shipped through its sister world's ports.

BOTHAWUI



Grid Location: R-14
Terrain: Plains, mountains, forest, urban
Diameter: 9,000 km
Length of Day: 27 standard hours
Length of Year: 351 local days
Population: 2.5 billion
Sentient Species: Bothans
Species Mix: Bothans (98%), Humans (1%), other (1%)
Languages: Bothan, Basic
Government: Bothan Council
Major Exports: Technology
Major Imports: Technology
System/Star: Bothan/Both

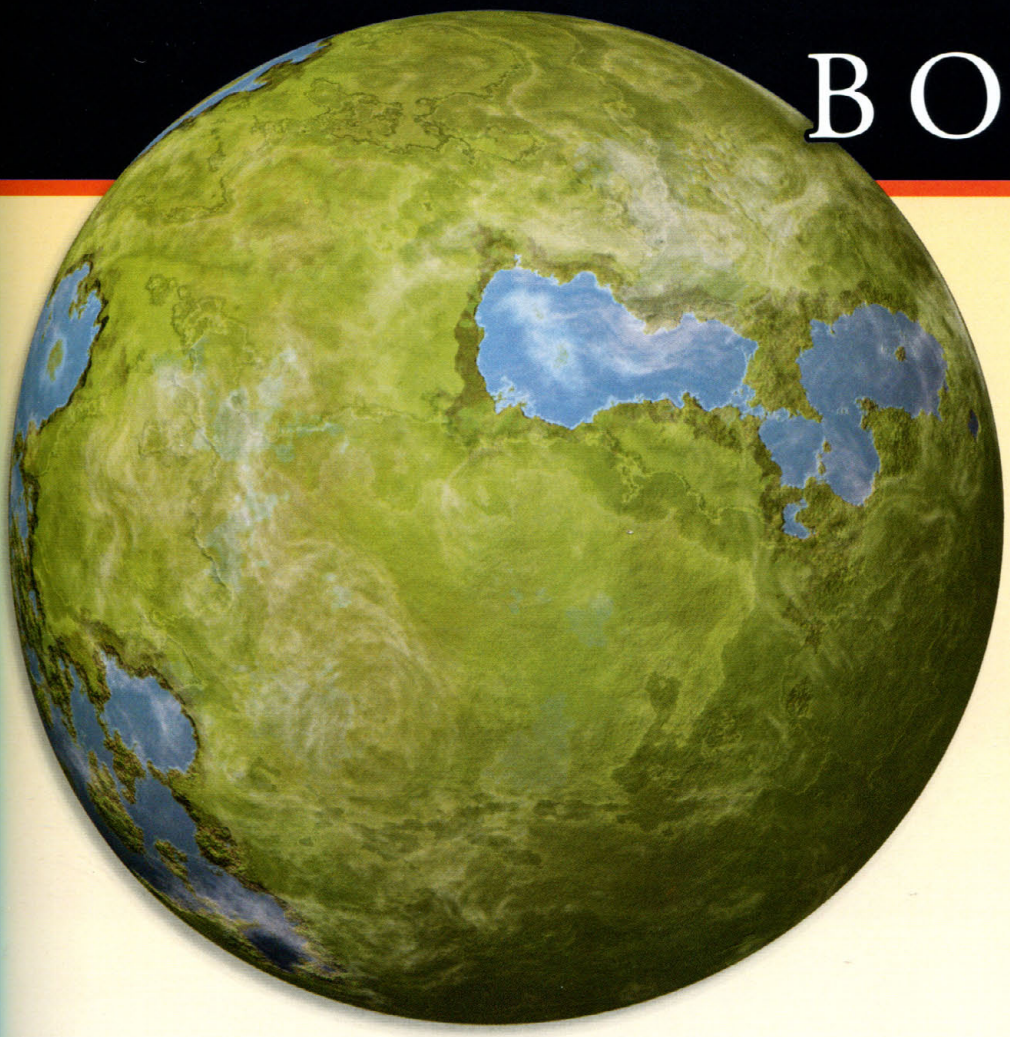
PLANETS	TYPE	MOONS
Yeltha	Searing rock	0
Taboth	Barren waste	2
Fervse'dra	Asteroid belt	—
Bothawui	Terrestrial	3
Bothawui Prime (Golm)	Gas giant	23
Ganash	Gas giant	14
Hoppawui	Barren rock	8
Jentawui	Ice ball	0

For spies and infochants, Bothawui is the ultimate test—a world drenched in espionage. Bothawui's stone towers are home to a staggering number of plots and counterplots, with agents from the Empire, Rebellion, Hutt Space, Black Sun, slaver rings, megacorps, and guilds meeting, spying on one another, and running afoul of double and triple crosses. And why not? The ruthless pursuit of power and influence is known unapologetically as "the Bothan Way," and the Bothans care not a whit if this instinctive opportunism causes non-Bothans to regard them with suspicion or open loathing.

For millennia the Bothans have been masters at keeping their freedom and independence in a galaxy full of enemies, negotiating canny deals with the Hutts, the Republic, and the Empire. Bothan Space is a nexus of trade routes and an important base of operations for many megacorps, with low taxes and a minimum of red tape. (Bothans loathe bureaucracy nearly as much as they love intrigue.) The Empire maintained a remarkably hands-off policy toward Bothan Space, mindful of its economic importance and usefulness as a check against Hutt ambitions, while wary of the damage the Bothan spynet could cause.

The Bothans played an influential role within both the Rebel Alliance and the New Republic (helping retrieve intelligence on both the second Death Star and the Emperor's World Devastators), though many elements of those organizations never fully trusted the spymasters. It didn't help that Emperor Palpatine proved a master at using unwitting Bothan spies for his own advantage. After the Empire's collapse, the Caamas Document Crisis sparked anti-Bothan demonstrations and riots on New Republic worlds. The use of New Republic ships to guard Bothan Space during the Yuuzhan Vong invasion sparked further resentment, despite New Republic Chief of State Borsk Fey'lya sacrificing himself to kill thousands of Vong on Coruscant. In the Corellia–Coruscant conflict, Bothawui sided with Corellia after Galactic Alliance secret police killed many Bothans on Coruscant.

BOZ PITY



Grid Location: S-9
Terrain: Mountains, canyons, deserts
Diameter: 10,432 km
Length of Day: 55 standard hours
Length of Year: 778 local days
Population: None
Sentient Species: Gargantelles (extinct)
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Boz Pity/Cama Coll

PLANETS	TYPE	MOONS
Bruss	Scorched rock	0
Boz Pity/Mourn	Terrestrial	0
Pine	Airless rock	0
Nyss	Frozen rock	0
Kith	Asteroid belt	—

Hung with the notorious label of the graveyard planet, Boz Pity has been a marker of death since the Old Republic's Ductavis Era. Locked in synchronous orbit with the black rock called Mourn, Boz Pity was once home to a species of colossal humanoids called Gargantelles. With six beefy arms and statures that topped twenty meters, the giants attracted the attention of the Hutt overlords on nearby Nal Hutta. A string of Hutt exploratory missions, designed to rope the Gargantelles into kajidic servitude, ended in failure. The one-eyed giants thwarted seven Nikto attempts at enslavement by eating the invaders, then rejected four t'landa Til attempts at diplomacy by eating the negotiators.

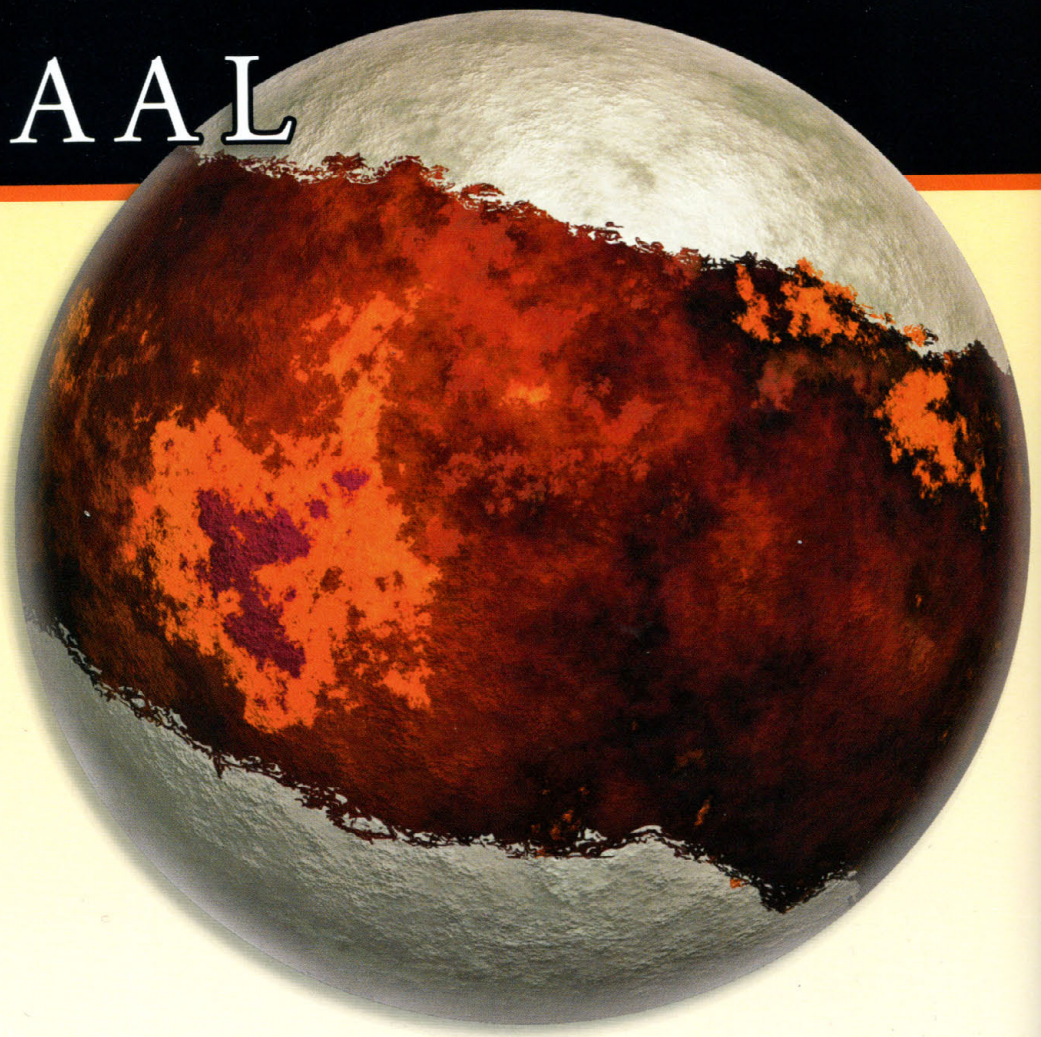
The Hutts, furious at Boz Pity's defiance, finally turned their attention to Mourn, where the electric caliphs of Sultan Nastuonodon had lain forgotten for more than ten millennia. A legal team of Nimbanese successfully argued to the gearwork soldiers the case of their own obsolescence, and extended the range of their newfound nihilism to encompass neighboring Boz Pity.

The rest played out tragically, but predictably. The droids waged war against the Gargantelles, depopulating Boz Pity within a decade. The electric caliphs then immolated themselves by igniting Mourn's slow-burning crust.

Today Boz Pity is an empty world of rock tableaux and sand-filled gullies, broken by patches of towering gravestones erected by the Gargantelles during their ten-year extermination. The smoke-shrouded orb of Mourn, still glowing from surface fires, fills the sky overhead.

During the Clone Wars, the Separatists claimed Boz Pity to stage raids on the Republic border. The Republic's counterattack became one of the biggest battles of the Outer Rim Sieges. Mace Windu, Obi-Wan Kenobi, Anakin Skywalker, and other Jedi led a space and ground assault that forced a Separatist retreat and apparently killed Sith disciple Asajj Ventress.

BRENTAAL



Grid Location: L-9
Terrain: Urban, mountains
Diameter: 11,242 km
Length of Day: 23 standard hours
Length of Year: 342 standard days
Population: 65 billion
Sentient Species: Humans
Species Mix: Humans (88%), other (12%)
Language: Basic
Government: Guild
Major Exports: Trade goods, financial services
Major Imports: Trade goods, foodstuffs
System/Star: Brentaal/Brenta

PLANETS	TYPE	MOONS
Sollace	Searing rock	0
Tremaal	Searing rock	1
Gastol	Gas giant	3
Brentaal	Terrestrial	2
Gumbus	Gas giant	16
Cavas	Gas giant	2
Javaal	Ice ball	0

Brentaal occupies what is arguably the most valuable piece of real estate in the galaxy. Sitting squarely at the intersection of the Perlemian Trade Route and the Hydian Way, this world dominates shipping throughout the Core and steeps its merchant houses in unspeakable wealth.

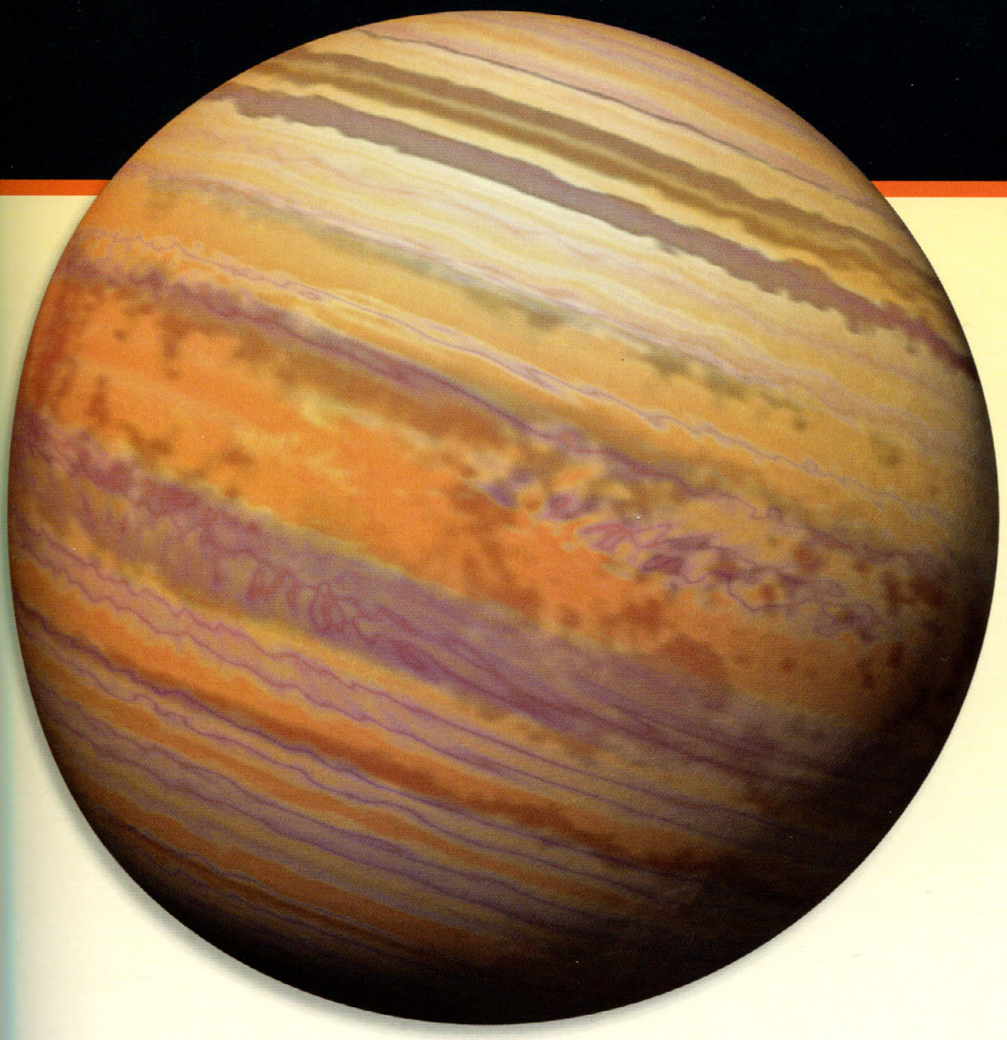
The planet (often called Brentaal IV due to its orbital position around the star Brenta) is a rugged environment with a narrow livable band sandwiched between two thick ice caps. Equatorial land is a checkerboard of mesas and wide-open steppes, with settlements packed into the shelter of deep crevasses. Given that Brentaal houses sixty-five billion inhabitants, denizens of the canyon cities are right to complain of overcrowding.

Daily life on Brentaal is dominated by the Brentaal Houses, powerful families whose interest in galactic commerce dates back to the Republic's early centuries. During those boom years, Brentaal acted as a checkpoint for Perlemian Trade Route traffic entering the Bormea sector. Around 3700 BBY a native of Brentaal, Freia Kallea, connected the Dustig Trace, the Sprizen End Run, and dozens of other extant one-hop routes to blaze the Hydian Way. This new hyperspace superhighway connected the galaxy's northern and southern quadrants and led straight though Brentaal. As the only planet at the fulcrum of two mega-routes, Brentaal cemented its status as a commerce kingpin—and ensured its future as a military target.

The Brotherhood of Darkness attacked Brentaal during the New Sith Wars circa 1000 BBY, while Brentaal firebrand Shogar Tok spurred his people into secession from the Republic during the Clone Wars in 21 BBY. The Jedi quickly squelched that uprising, but Brentaal found itself under attack from the X-wings of Rogue Squadron after the Battle of Endor. Brentaal fell to the New Republic in that conflict, handing Mon Mothma a strategic treasure that led to the eventual capture of Coruscant.

The Yuuzhan Vong captured Brentaal during their Coreward push in order to lock up supply lines, and the world suffered the loss of entire cities when it decided to fight back.

BYSS



Grid Location: K-11
Terrain: Lakes, plateaus
Diameter: 21,600 km
Length of Day: 31 standard hours
Length of Year: 207 local days
Population: 19.7 billion
Sentient Species: Humans
Species Mix: Humans (98%), other (2%)
Language: Basic
Government: Dark side theocracy
Major Exports: None
Major Imports: High technology, processed foods, weapons
System/Star: Byss/Beshqek

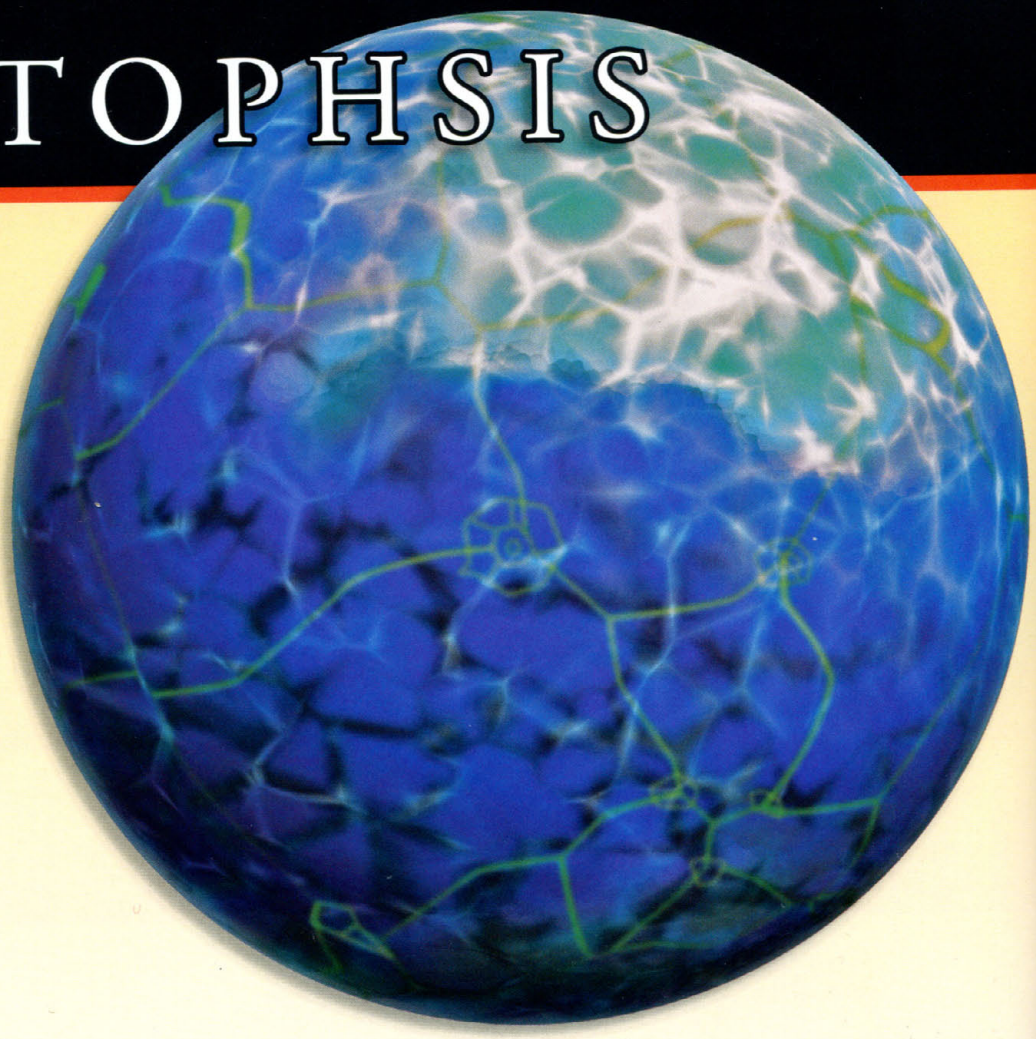
PLANETS	TYPE	MOONS
Chel	Barren rock	0
Abanol	Toxic rock	1
Polos	Toxic rock	1
Relus	Terrestrial	1
Byss	Terrestrial	5
Kissarm	Gas giant	9
Houll	Frozen rock	5
Pelutt	Frozen rock	2

To many in the galaxy Byss was a myth—a mysterious paradise ruled by Emperor Palpatine as his personal retreat, where the Empire's most loyal subjects lived lives of idle leisure. And, in fact, Byss was once a lush and fertile planet—but it became a terrible trap, corrupted by the hellish energies of the dark side.

After choosing Byss as his resort world, Palpatine lured eager nobles to the planet—then used his dark powers to enslave its people, channeling their life energies for use in his own vile experiments within the fell Imperial Citadel. Most of Byss's inhabitants lived in a dream-like state, their offworld communications censored. Those not so "favored" were slaves to the Imperial war machine, toiling at the manufacture of droids and starships such as the mighty Eclipse, the largest Star Destroyer ever built. Nor was this mighty warship Byss's only defense: An entire sector fleet guarded the Beshqek system, opening fire on any ship not bearing authorization to approach.

Byss became a rallying point for the resurrected Emperor's assault on Coruscant; shortly before Palpatine's final demise, it was destroyed by the final projectile fired by the dreaded Galaxy Gun. With the planet torn to pieces, maintenance of the Byss Run connecting the Beshqek system with the Core ceased and the route became increasingly unreliable. Millions of refugees from Relus escaped to Prakith and points beyond; millions more are believed to have been marooned when the churning energies of the Deep Core finally erased the route and left the system all but unreachable.

CHRISTOPHSIS



Grid Location: Q-16
Terrain: Terrestrial
Diameter: 9,465 km
Length of Day: 26 standard hours
Length of Year: 369 local days
Population: 35 billion
Sentient Species: Humans, Rodians, Kerkoidens, other
Species Mix: Humans (68%), Rodians (13%), Kerkoidens (11%), other (8%)
Languages: Basic, Rodian
Government: Mercantile oligarchy
Major Exports: Minerals, artwork, industrial goods
Major Imports: Foodstuffs
System/Star: Christoph/Christoph

PLANETS	TYPE	MOONS
The Barren	Asteroid belt	—
Christophsis	Terrestrial	0
The Hammers	Asteroid belt	—
Erodsis	Gas giant	22
The Halo	Asteroid belt	—

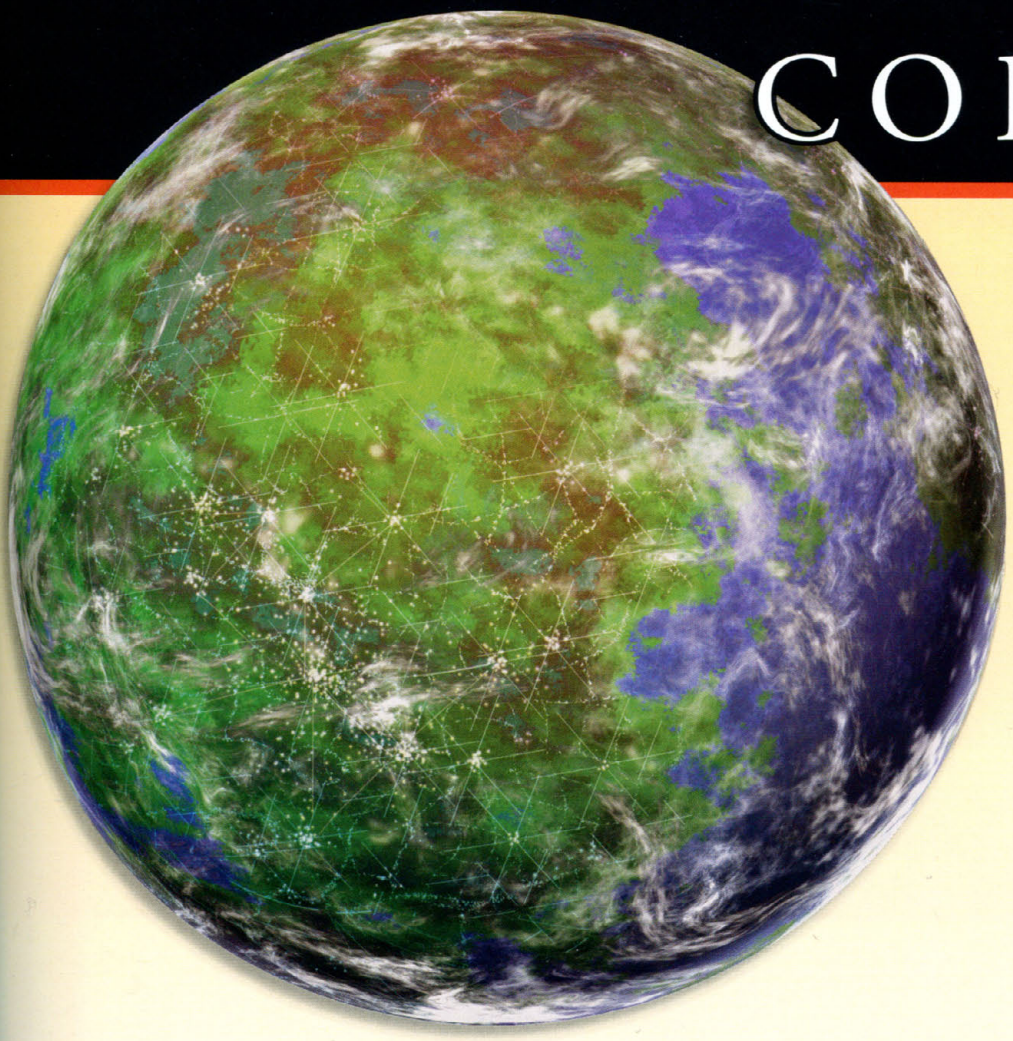
A lambent blue globe crisscrossed by emerald lines and circles, Christophsis is famous for its cities of soaring crystal—and for the arrogance of its rulers.

For millennia it was famous for the beauty of its asteroid belts and the difficulty of making a profit from them: The belts were whirling chaos, and stray asteroids regularly bombarded the system's lone habitable world. Then around 600 BBY a family of Tepasi nobles made the investments needed to turn the system into a worthwhile mining concern. Over a century, at massive expense, the Christophsians hired Givin mathematicians to plot the courses of countless asteroids, eliminating the ones that endangered their new home, and Verpine technologists to refine starship and mining technologies that would allow prospectors to work in the tumbling belts. When deposits of chanlon, hfredium, quadrillium, and Nergon-14 proved abundant, the Christophsians' big bet had paid off many times over—and they weren't inclined to share. They hired the best Vippit lawyers to disenfranchise their Givin and Verpine partners, renamed the system in their own honor, and retreated to gleaming crystal cities on Christophsis to bask in the luster of their accomplishments.

By the time of the Clone Wars, the Christophsian oligarchs had won grudging admiration from the rest of the galaxy for their careful manipulation of mineral markets and their mining expertise, and widespread suspicion for their secrecy and self-absorption. Even high-ranking fellow members of the Mining Guild were rarely invited to Christophsis itself, received instead by dour, robed Christophsians in the utilitarian space habitats that dotted the outermost reaches of the Halo. From there, they could watch reckless mine-rocket jockeys from all parts of the galaxy twist through the asteroids in search of new claims to make on behalf of their oligarch backers. Mentioning a successful tenure as a pilot in the Christophsis belts was a sure way to end inquiries about one's ability to fly a starship.

On Christophsis itself, it was said, the Christophsians enjoyed lives of quiet indulgence, their household needs catered to by lower-caste humans and their menial work performed by aliens—typically Rodian and Kerkoiden immigrants who lived as virtual prisoners. During the Clone Wars, a Separatist attack and Republic counteroffensive reduced several key Christophsian cities to splinters. Christophsis was a costly Republic victory, and many in the galaxy secretly cheered the damage that had been done. Christophsis was a reluctant but compliant member of the Empire and all but ignored the New Republic and subsequent governments.

CORELLIA



Grid Location: M-11
Terrain: Hills, forests, plains
Diameter: 11,000 km
Length of Day: 25 standard hours
Length of Year: 329 standard days
Population: 3 billion
Sentient Species: Humans, Selonians, Drall
Species Mix: Humans (60%), Selonians (20%), Drall (20%)
Language: Basic
Government: New Republic/ Imperial Governorship
Major Exports: Alcohol, starships, agricultural goods
Major Imports: Luxury items, raw materials, weaponry
System/Star: Corellia/Corell

PLANETS	TYPE	MOONS
Corellia	Terrestrial	0
Drall	Terrestrial	0
Talus	Terrestrial	0
Tralus	Terrestrial	0
Centerpoint	Artificial	—
Selonia	Terrestrial	0
Crollia	Barren rock	0
Soronia	Frozen rock	0

Corellia has given rise to a people famous for their sentimentality and notorious for their recklessness. "Corellia for Corellians" is their philosophy, and the system has a history of attempted secession.

The enigmatic Celestials are believed to have assembled the Corellian system from preexisting planets, using a combination of buried repulsors and the hyperspace engine Centerpoint Station. Around the star Corell, their arrangement took shape—first Corellia, then Drall, then the double worlds of Talus and Tralus (orbiting each other with Centerpoint Station suspended between them), and finally Selonia. Drall and Selonia appear to have had native species of their own, while Corellia's Humans may have been transplanted there by the Celestials.

By 30,000 BBY, the Corellian system had become part of the Rakatan Infinite Empire. The Corellians later built hyperspace cannons to link their system to Coruscant and Duro, and by 25,000 BBY they had perfected the modern hyperdrive.

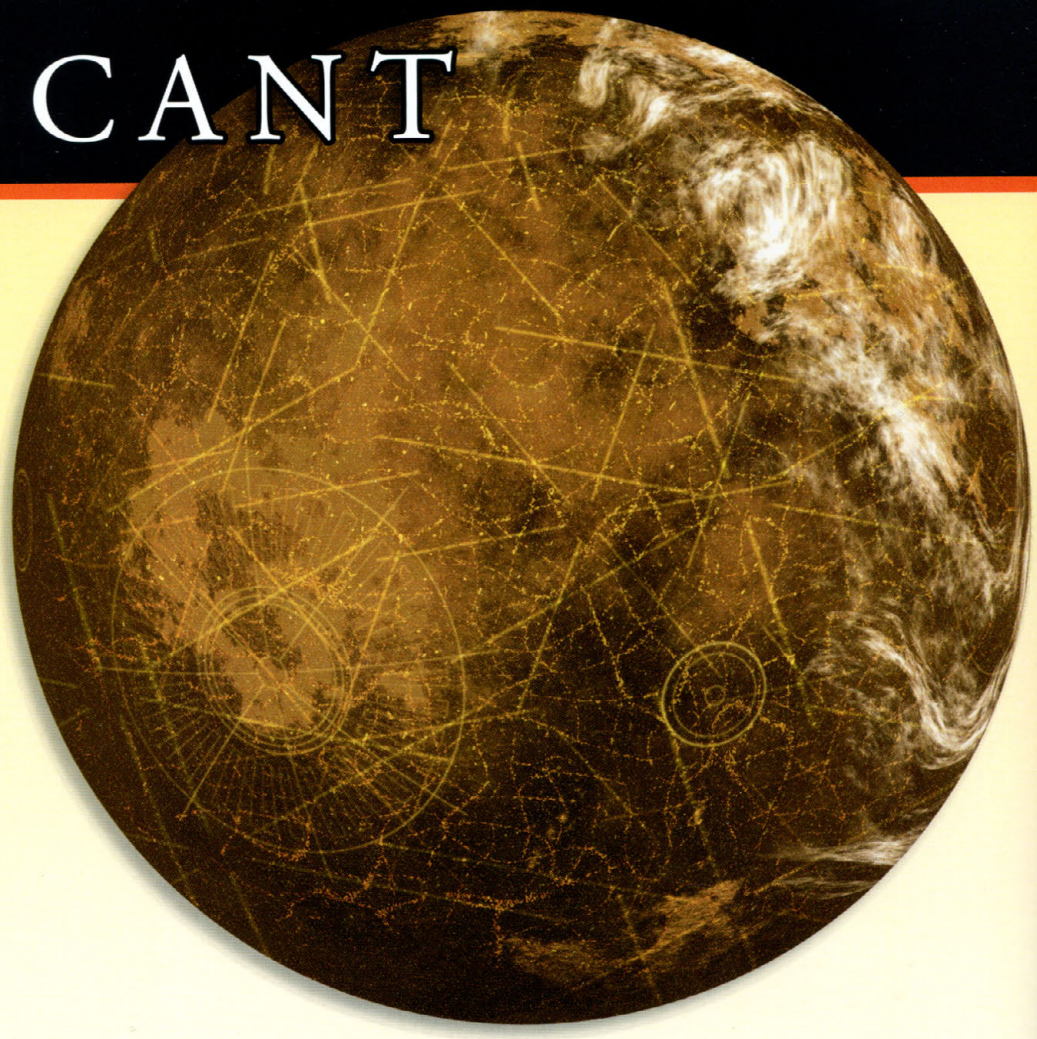
Corellia kept its surface largely rural by moving starship construction facilities into space. The capital city of Coronet became an eclectic bazaar for off-duty spacers and bargain hunters, while other cities traded on the natural beauty of Corellia's beaches, mountain peaks, and crystal swamps.

In 312 BBY, King Berethron e Solo abolished Corellia's monarchy. In time, control of Corellia fell to a Diktat, whose duties included maximizing Corellia's footprint in shipbuilding and interstellar trade. During the Emperor's reign Corellia answered to an Imperial Moff, but local power remained concentrated in the Diktat. After the Battle of Endor, the rival Grand Admirals Pitta and Grunger each claimed the Corellian system and annihilated each other in their war.

Corellia eventually became a nominal member of the New Republic, though its (Coruscant-appointed) governor-general held little real power. By 16 ABY, anti–New Republic sentiment swelled sufficiently to trigger the Corellian Insurrection, an act of secession orchestrated by Thrackan Sal-Solo and the Triad government of Sacorria. Sal-Solo used Centerpoint Station as his pocket superweapon, destroying distant stars with its repulsor blasts.

The crisis ended with Sal-Solo in custody, but the shrewd leader climbed back to power by the time of the Yuuzhan Vong invasion. Discredited for collaborating with the invader-friendly Peace Brigade, Sal-Solo reinvented himself a third time. In 40 ABY he acted as Corellia's Head of State during the second Corellian Insurrection, pushing the system into a civil war with the Galactic Alliance.

CORUSCANT



Grid Location: L-9
Terrain: Urban cityscape
Diameter: 12,240 km
Length of Day: 24 standard hours
Length of Year: 368 standard days
Population: 1 trillion
Sentient Species: Humans
Species Mix: Humans (78%), other (22%)
Language: Basic
Government: Republic or dictatorship (depending on era)
Major Exports: Culture
Major Imports: Foodstuffs, medicinal goods
System/Star: Coruscant/Coruscant

PLANETS	TYPE	MOONS
Revisse	Molten rock	0
Platoril	Barren rock	0
Vandor-1	Barren rock	0
Vandor-2	Barren rock	0
Vandor-3	Terrestrial	0
Coruscant	Terrestrial	4
Muscave	Gas giant	21
Stentat	Gas giant	23
Improcco	Ice ball	1
The Covey	Asteroid field	—
Nabatu	Barren rock	0
Ulabos	Frozen rock	0
Obo Rin	Comet cluster	—

Although Coruscant is not the literal center of the galaxy, in terms of its political, economic, and cultural influence (not to mention its galactic coordinates of 0-0-0), it might as well be.

In murky prehistory, Coruscant served as a battleground between the Taungs and the human tribes of the Battalions of Zhell. The withdrawal of the Taungs to Roon left humans in sole possession of the world, and urbanization soon followed. The megalopolis that would one day become Galactic City is said to have already stood layer upon layer as early as 90,000 BBY.

The Rakata of the Infinite Empire assumed ownership of Coruscant circa 30,000 BBY, providing technical clues that allowed the Coruscantis to build sleeper ships and colonize habitable worlds over the course of decades. Eventually the Infinite Empire crumbled. Due to Coruscant's position at the head of several hyperspace routes, it became the capital of the emerging Galactic Republic.

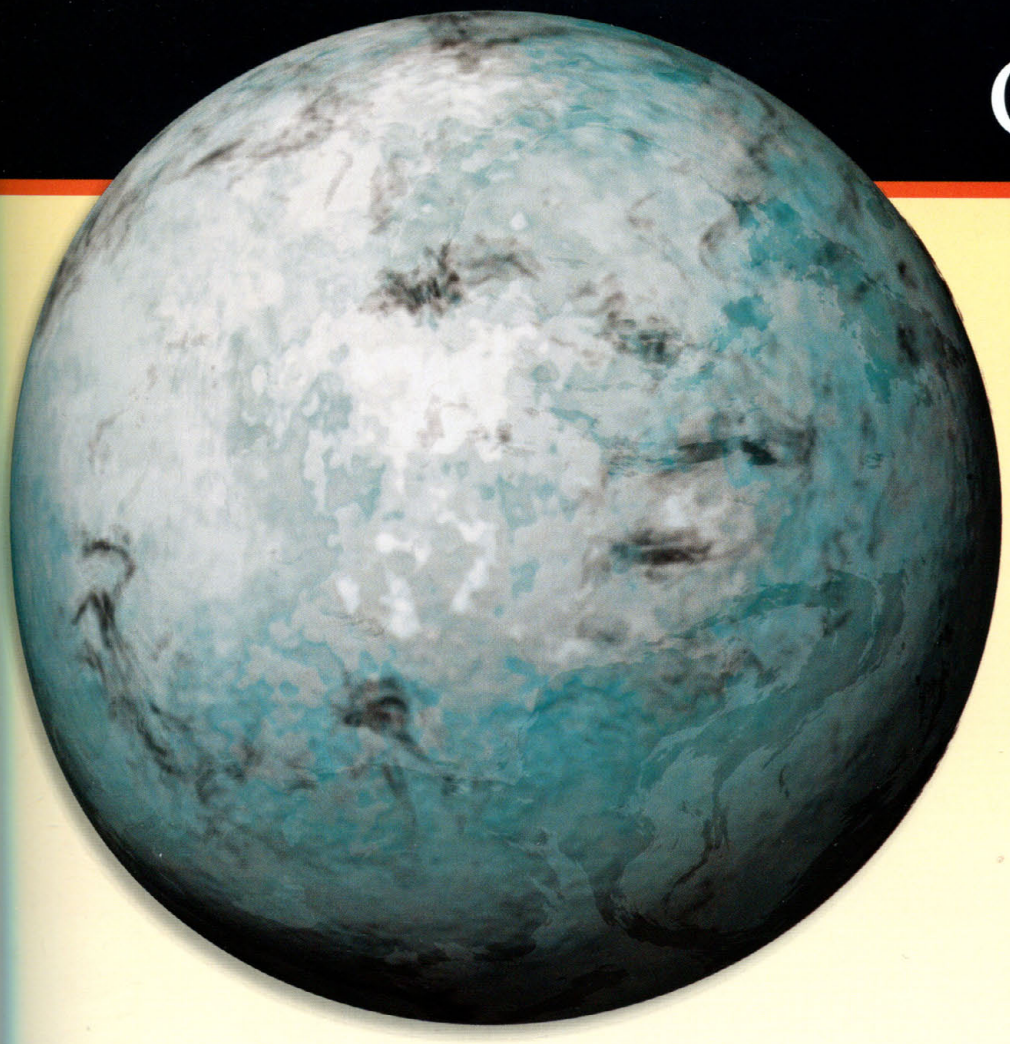
Urbanization continued at a furious pace. Soon, no point on the surface remained free from construction, save for the peaks of the Manarai Mountains. High above, weather satellites and orbital mirrors simulated a springtime climate; deep below, the dark undercity became a haven for cannibalistic mutants. Unique districts emerged, from the shops of Glitannai Esplanade to the smoky factories of The Works. The Legislative District housed senators from across the galaxy, with its nexus the mushroom dome of the Galactic Senate Chamber.

Coruscant's high profile made it a target. Over the millennia, Coruscant became a focal point for the Tionese Wars, the Alsakan Conflicts, the Duinuogwuin Contention, the Great Droid Revolution, and the Great Sith War. The Jedi Order relocated to Coruscant following Ossus's devastation in 3,996 BBY, while the Treaty of Coruscant in 3653 BBY forged a peace between the Republic and a revived Sith Empire.

By the time of the Clone Wars, Coruscant had become a symbol of excess and decay, and Dooku's assault on the planet led to an all-out clash between the Separatist and Republic navies. Coruscant became the Imperial throneworld after the inauguration of Emperor Palpatine, even receiving an official name change to Imperial Center.

The New Republic captured Coruscant after the Battle of Endor, their reign interrupted by a brief seizure of the world by the reborn Palpatine in 10 ABY. When the Yuuzhan Vong took Coruscant in 27 ABY, they blanketed the cityscape in vines and moss in an attempt to terraform the planet into the image of their ancestral homeworld Yuuzhan'tar.

CSILLA



Grid Location: F-8
Terrain: Glaciers, caves
Diameter: 11,080 km
Length of Day: 17 standard hours
Length of Year: 463 standard days
Population: 8 billion
Sentient Species: Chiss
Species Mix: Chiss (99%), other (1%)
Language: Cheunh
Government: Ruling Families
Major Exports: Information
Major Imports: Foodstuffs, technology
System/Star: Csilla/Csilla

PLANETS	TYPE	MOONS
Cessed	Searing rock	1
Csilla	Frozen terrestrial	3
Repplic	Gas giant	22
Csorb	Ice ball	2
Formac	Ice ball	0

Csilla, the homeworld of the Chiss, is also the capital of the Chiss Ascendancy—a galaxy-spanning empire that until recently remained hidden behind the curtain of the Unknown Regions.

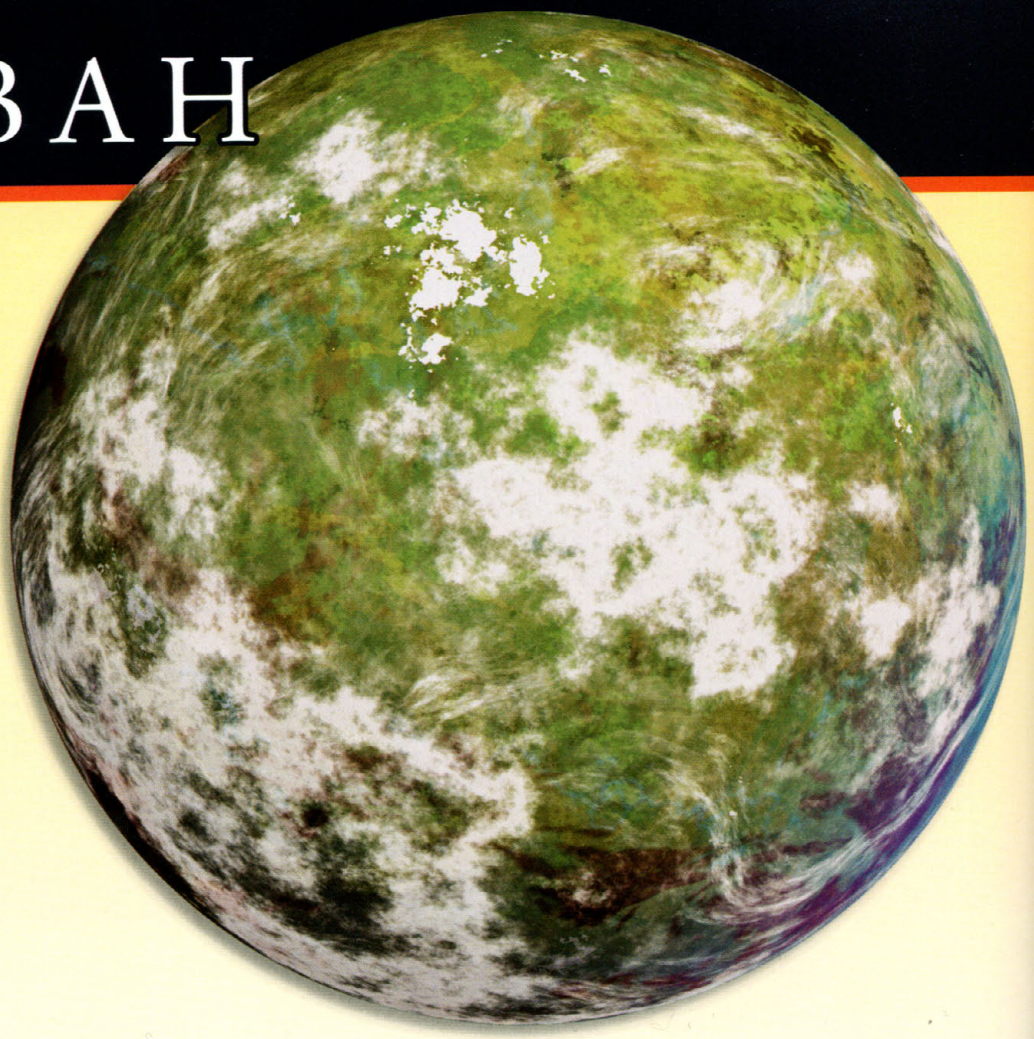
The blue-skinned, red-eyed Chiss are genetically classified as near-humans, and therefore are not believed to be native to Csilla. Yet they have been present on the world since before the planet's last great ice age, which trapped Csilla's surface beneath a glacial freeze more than five millennia in the past. In response the Chiss moved their civilization underground, carving warrens in the bedrock and exploiting Csilla's deep geothermal heat.

The largest city on Csilla is Csaplar, which is connected to all other points on the planet via a network of subterranean tube transports. It was in Csaplar that plans to spread offworld first took shape, and by 1000 BBY Csilla had become the capital of the twenty-eight colony worlds of the Chiss Ascendancy. Csaplar also served as home to the Ruling Families, who governed all activities within the Ascendancy's borders (though an individual family's influence could fluctuate over time, with the number of Ruling Families historicly varying between three and twelve).

The Chiss, who maintained a policy of not attacking unless provoked, nevertheless appeared to tolerate the actions of Thrawn, who assembled his own proactive military force in the Empire of the Hand. Thrawn's forces were responsible for decimating the Ssi-ruuk after the Battle of Endor, something the traditionalists on Csilla could not bring themselves to do.

More than a dozen years after Thrawn's death, politics shifted on Csilla in favor of a new radicalism. Fresh wars with the Vagaari shook up the Ruling Family power structure, and Thrawn's Empire of the Hand became absorbed into the Chiss Expansionary Defense Fleet. This new posture put the Chiss in a better position to fight the Yuuzhan Vong and the Killik expansion of the Swarm War. One benefit of Csilla's higher profile has been the opening of hyperroutes into territory previously considered unreachable.

DAGOBAH



Grid Location: M-19
Terrain: Swamps, bogs
Diameter: 14,410 km
Length of Day: 23 standard hours
Length of Year: 341 local days
Population: None
Sentient Species: None
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Dagobah/Darlo

PLANETS	TYPE	MOONS
Ness	Molten rock	0
Dagobah	Terrestrial	1
Undar	Airless ball	2
Bubbok	Ice ball	3
Sty	Gas giant	55

It has been described as a "slimy mudhole," and indeed Dagobah's most notable features—steamy humidity, stinging insects, and boot-sucking sogginess—are qualities that most humans hate. It is fortunate for humans that so few of them have ever been there.

Dagobah sits in the Sluis sector not far from the Rimma Trade Route, but the planet is reachable only via obscure hyperspace traces. In fact, for much of its history Dagobah didn't appear on star charts at all. This curious lack of cartographic permanence caused Dagobah to be scouted on more than one occasion, often ending with unpleasant consequences for the explorers. One Alderaanian expedition saw all its members eaten by local wildlife; another failed mission prior to the Clone Wars found its stranded scouts forced to resort to cannibalism.

Permanent settlements have never taken root on Dagobah, but the planet is rich in living things. Its swampy surface is perpetually pitched in shadow beneath a dense tree canopy. Its eat-or-be-eaten ecosystem ranges between microscopic schools of silverfish and colossal, vacuum-feeding swamp slugs. The planet's more notable life-forms include sharp-clawed dragonsnakes, airborne bogwings, and gnarltrees—spider-like hunters that calcify into immobile root systems as they enter the second phase of their lives.

Dagobah is perhaps best known as the place of exile for Jedi Master Yoda following his failure to kill Emperor Palpatine in 19 BBY. Yoda chose the location after noting it was one of thirty-eight systems apparently dropped from the Jedi Archives. For over two decades the Jedi Master lived in a simple mud hut, shielded from the Emperor's attention by a dark side cave—the residual energy left by a Dark Jedi from nearby Bpfassh—that counterbalanced Yoda's light-side signature. Yoda trained Luke Skywalker in 3 ABY, but the Jedi Master died less than a year later at the age of nine hundred.

An effort to use Dagobah's isolated yet strategic location to shelter a military intelligence outpost after the Battle of Endor met a swift end, and no attempts at settlement have been made since. Instead, Dagobah has become a place of pilgrimage for students of the new Jedi Order, who use the dark side cave to trigger Force-inspired vision quests.

DANTOOINE



Grid Location: L-4
Terrain: Savannas, steppes, rivers
Diameter: 9,830 km
Length of Day: 25 standard hours
Length of Year: 378 local days
Population: Modern: 1,000;
historic: 2 million
Sentient Species: Humans
Species Mix: Dantari (100%)
Language: Basic
Government: None
Major Exports: None
Major Imports: None
System/Star: Dantooine/Dina

PLANETS	TYPE	MOONS
Doma	Scorched ball	0
Camillo	Toxic hothouse	3
Camooine	Terrestrial	3
Dantooine	Terrestrial	2
Bannakon	Gas giant	11
Tamarena	Gas giant	21
Dulbris	Gas giant	25
Purnell	Gas giant	6

Virtually deserted today, the undulating grasslands of Dantooine have played host to hundreds of settlements over the millennia. For whatever reason, Dantooine is one of many worlds across the galaxy where colonization has never "stuck."

Dantooine is an agreeable world of ocher plains and thorny-trunked trees, which support a web of animal life including predatory kath hounds, balloon-like fabool, and subterranean kinrath arthropods. Yet the planet is difficult to reach. The fastest hyperlane linking directly to Dantooine is Myto's Arrow, a backwater loop linking the Outer Rim's Raioballo sector with other sectors once controlled by the Pentastar Alignment.

This combination—surface appeal and galactic isolation—is perhaps the source of Dantooine's on-again, off-again development, and the list of claimants is lengthy. The Rakata of the Infinite Empire are known to have claimed Dantooine as far back as 30,000 BBY. The Jedi forged their way to the planet amid the thick of Wild Space circa 4000 BBY, and the Dantooine training facility operated by Master Vodo-Siosk Baas soon grew into a satellite academy. Darth Malak wiped out Dantooine's Jedi in 3956 BBY, triggering the creation of a secular government, the Khoonda, to keep the criminal Exchange syndicate at bay. A rebuilt Jedi academy took root a few years later.

The Jedi eventually left Dantooine, but hopeful homesteaders periodically tried their hand at growing crops or raising livestock, and the planet was formally resettled as part of the Republic's push into the New Territories. During the Clone Wars, Count Dooku's droids attacked the planet in a bid to uncover Rakata artifacts, but the invasion force met ruin with Mace Windu's single-handed counterattack. The Rebel Alliance maintained their primary headquarters there before relocating to Yavin 4, and even the Empire kept a presence on Dantooine to conduct cloning experiments. After the Battle of Endor few offworlders remained on Dantooine, but the world suffered a raid by Admiral Daala in 11 ABY and a Yuuzhan Vong massacre of refugees in 25 ABY.

Virtually ignored amid the shooting were the Dantari. These primitive tribal people are nomads who follow herds of iriaz up and down the coastline. Although some believe the Dantari to be the descendants of a forgotten Republic colony, few have ever studied them—and the recent battles have driven them to near extinction.

DATHOMIR



Grid Location: O-6
Terrain: Forest, desert, mountains
Diameter: 10,460 km
Length of Day: 24 standard hours
Length of Year: 491 local days
Population: 5,200
Sentient Species: Humans
Species Mix: Humans (97%), other (3%)
Languages: Basic, Paecian
Government: Tribal
Major Exports: Labor
Major Imports: None
System/Star: Dathomir/Domir

PLANETS	TYPE	MOONS
Arro	Molten rock	0
Euton	Searing rock	0
Laseel	Jungle hothouse	2
Dathomir	Terrestrial	4
BABYgnon	Gas giant	8
Barmasel	Gas giant	13
Stindaron	Gas giant	20
Arodoni	Gas giant	18
Chirgay	Ice ball	1
Chav	Barren rock	2

Dathomir is notorious among spacers for its two primary exports—rancors and witches. Though the planet boasts stunning natural beauty, nothing can overcome its reputation as a place of animal savagery and dark magic.

Dathomir's varied terrain includes green forests and yellow deserts, tumbling waterfalls and oozing tar pits. To those sensitive to the Force, its atmosphere seems to crackle with life energy.

Two warm-blooded reptilian species have developed intelligence on Dathomir. The first, the Kwa, built a pre-Republic empire before their reversion into primitivism as the Kwi. The second species are the famed rancors, whose complex familial bonds have led researchers to classify them as semi-sentient.

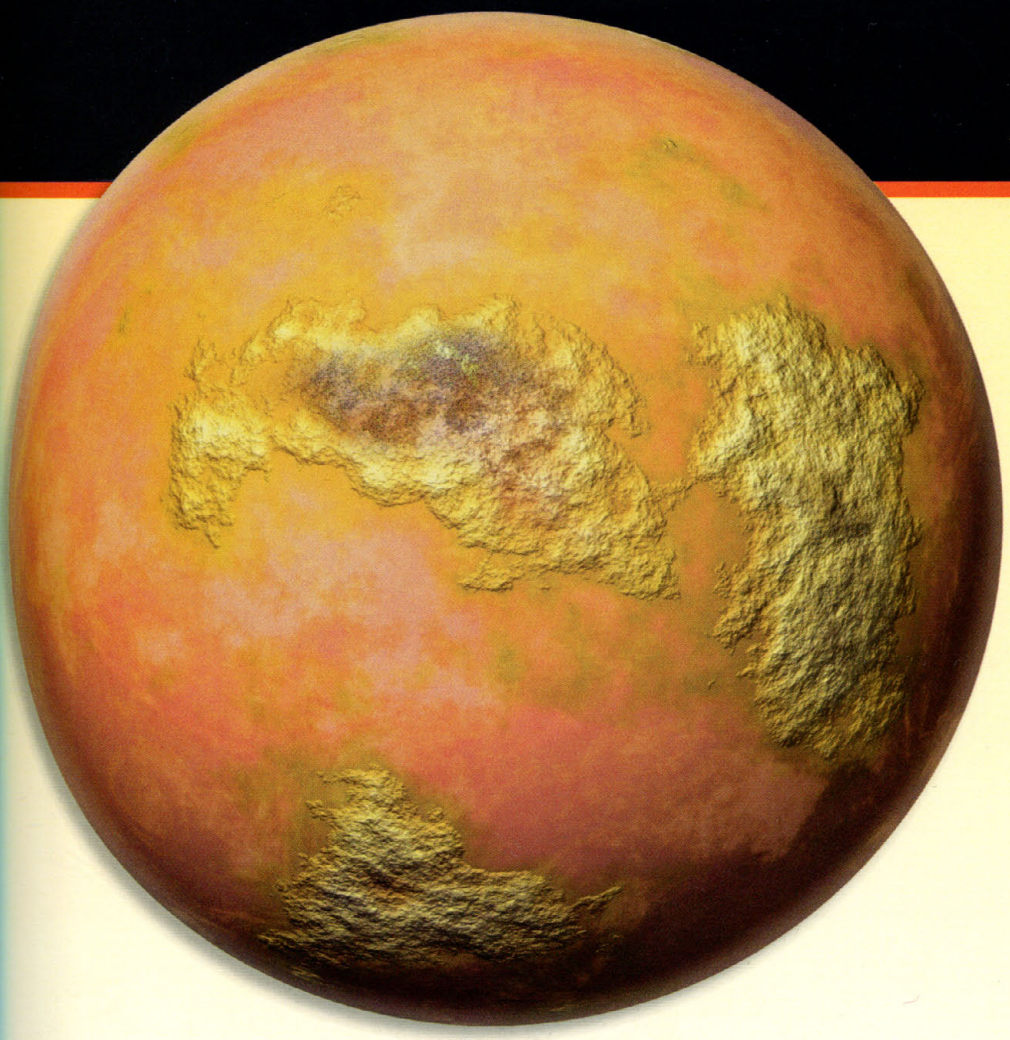
Circa 3000 BBY Dathomir became an adjunct of the now vanished human empire of Paecia, then fell under the dominion of the methane-breathing warlords of Drackmar. In 600 BBY Allya, an exiled Jedi Knight, took command of Dathomir's Paecian descendants and established a matriarchal society with a genetic Force component. Thus began the legend of Dathomir's witches—female rancor tamers who used totems and incantations as props to work their Force-triggered wonders.

A majority of witches (concentrated in clan settlements such as Singing Mountain and Frenzied River) practiced benevolent spellcasting, but the outcast Nightsisters soon became symbolic of the planet's dark side potential. The witches lacked the technology for space travel, but savvy offworlders periodically raided the planet to choose enforcers and assassins.

The Empire built a garrison on Dathomir during the Galactic Civil War, and the planet's orbital stardocks became a base for Warlord Zsinj when he seized control of the Quellii Oversector after the Battle of Endor. Zsinj died in battle with a Hapan fleet in 8 ABY, bringing about Dathomir's entry into the New Republic.

Many of Dathomir's witches rejoined the Jedi tradition after the establishment of Luke Skywalker's Jedi academy. The planet's profile improved accordingly, though the natives continued to shun all offers of technological improvement. The presence of so many Force-users made Dathomir a target during the Yuuzhan Vong War, but the invaders could not make headway in a ground assault and soon abandoned their goal. The Witches of Dathomir have succeeded in preserving their unique culture into the modern era.

DURO



Grid Location: M-11
Terrain: Historic: wasteland; current: jungle
Diameter: 12,765 km
Length of Day: 33 standard hours
Length of Year: 420 standard days
Population: 18.5 billion
Sentient Species: Duros
Species Mix: Duros (53%), humans (36%), other (11%)
Languages: Durese, Basic
Government: Corporate
Major Exports: Starships, starship parts, high-tech goods
Major Imports: Foodstuffs, ore, labor
System/Star: Duro/Duro

PLANETS	TYPE	MOONS
Lors	**Searing rock**	**1**
Duro	**Terrestrial**	**0**
Koli	**Frozen rock**	**2**

Duro is one of three planets—alongside Coruscant and Corellia—credited with the aggressive exploration that secured the Republic's future during its formative centuries.

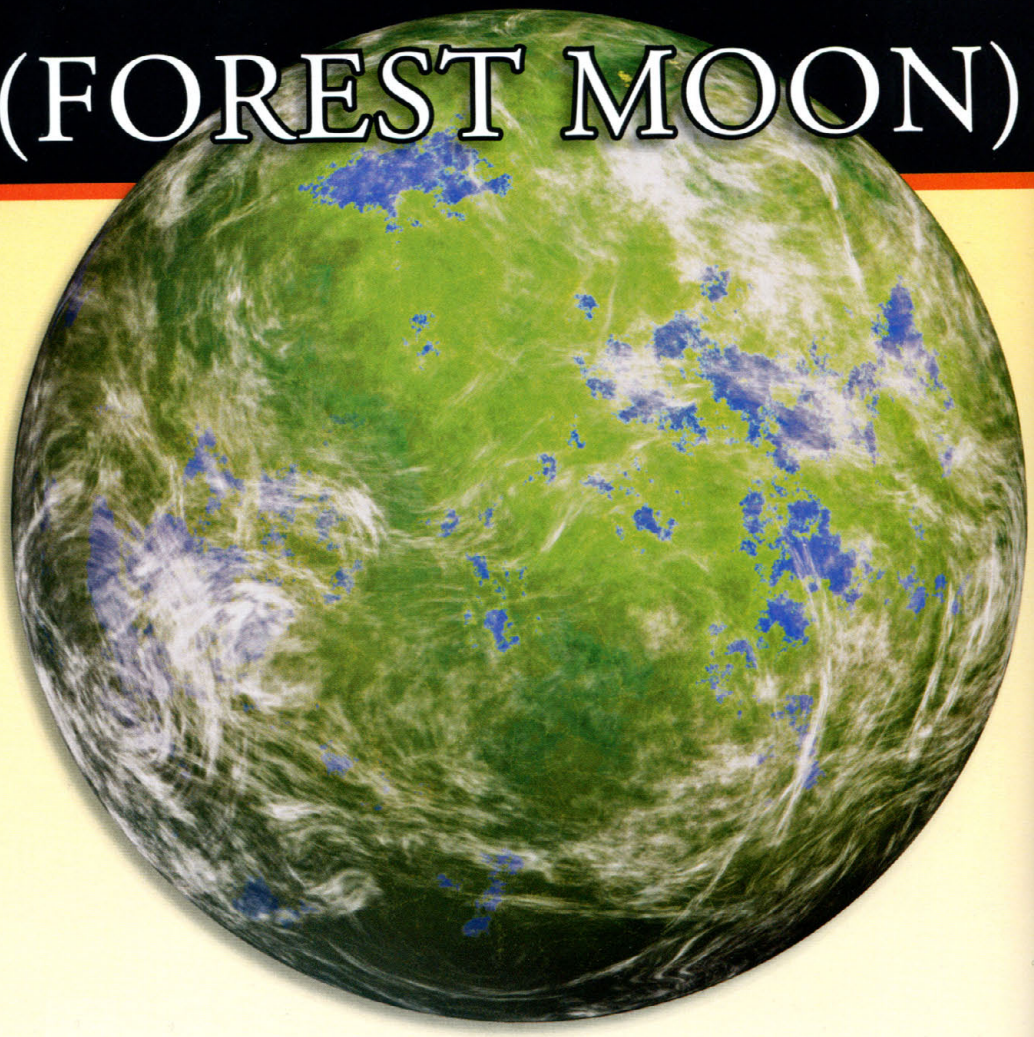
The lanky, bald-headed Duros are gregarious, with a wanderlust that has always led them to the stars. In the pre-Republic era, Duro fell under the sway of the Rakatan Infinite Empire. Many Duros tolerated slavery for the chance to learn more about their overlords' interstellar engines, and they quickly reverse-engineered the drives after the Infinite Empire's collapse.

Independently of the Corellians, the Duros built the earliest hyperspace cannons; for more than two centuries the two societies cooperatively blazed the first leg of what would become the Corellian Trade Spine. The cannon networks, which required the construction of a second cannon at the exit point if a ship hoped to ever return home, necessitated a certain bravado—which the two societies had in abundance. The development of the modern hyperdrive in 25,000 BBY led to a wave of Duros colonization under the blessing of Queen Rana, resulting in a scattering of daughter worlds (including Neimoidia). The Duros moved into space cities, abandoning their homeworld to automated food production and mining. Eventually, overdevelopment reached critical levels, triggering mass extinctions and unchecked pollution capped by a Separatist bombardment that released massive amounts of toxins into the atmosphere.

Duro's chokehold on local trade routes made it a target of conquest, notably during the Mandalorian Wars (3960 BBY), the New Sith Wars (1000 BBY), the Clone Wars (20 BBY), and Operation Shadow Hand (10 ABY). During Palpatine's reign, the Empire chose not to subjugate Duro, and instead minimized its influence by redrawing borders to make it part of the Corellian sector.

During the Yuuzhan Vong War, the Senate Select Committee for Refugees (SELCORE) relocated civilian evacuees to Duro, sheltering them in environment domes while attempting to terraform the planet's poisoned surface. A Yuuzhan Vong attack annihilated the refugees and destroyed most of Duro's space cities. Ironically, the Vong's own terraforming effort succeeded. Duro is now a green, welcoming world, a look it hadn't worn for nearly four millennia.

ENDOR (FOREST MOON)



Grid Location: H-16
Terrain: Forests, savannas, mountains
Diameter: 4,900 km
Length of Day: 18 standard hours
Length of Year: 402 standard days
Population: Unknown
Sentient Species: Ewoks, Yuzzum
Species Mix: Ewoks (95%), Yuzzum (4%), other (1%)
Languages: Ewokese, Yuzzum, Sanyassan, Basic
Government: Tribal
Major Exports: Medicinal goods, foodstuffs
Major Imports: None
System/Star: Endor/Ibleam

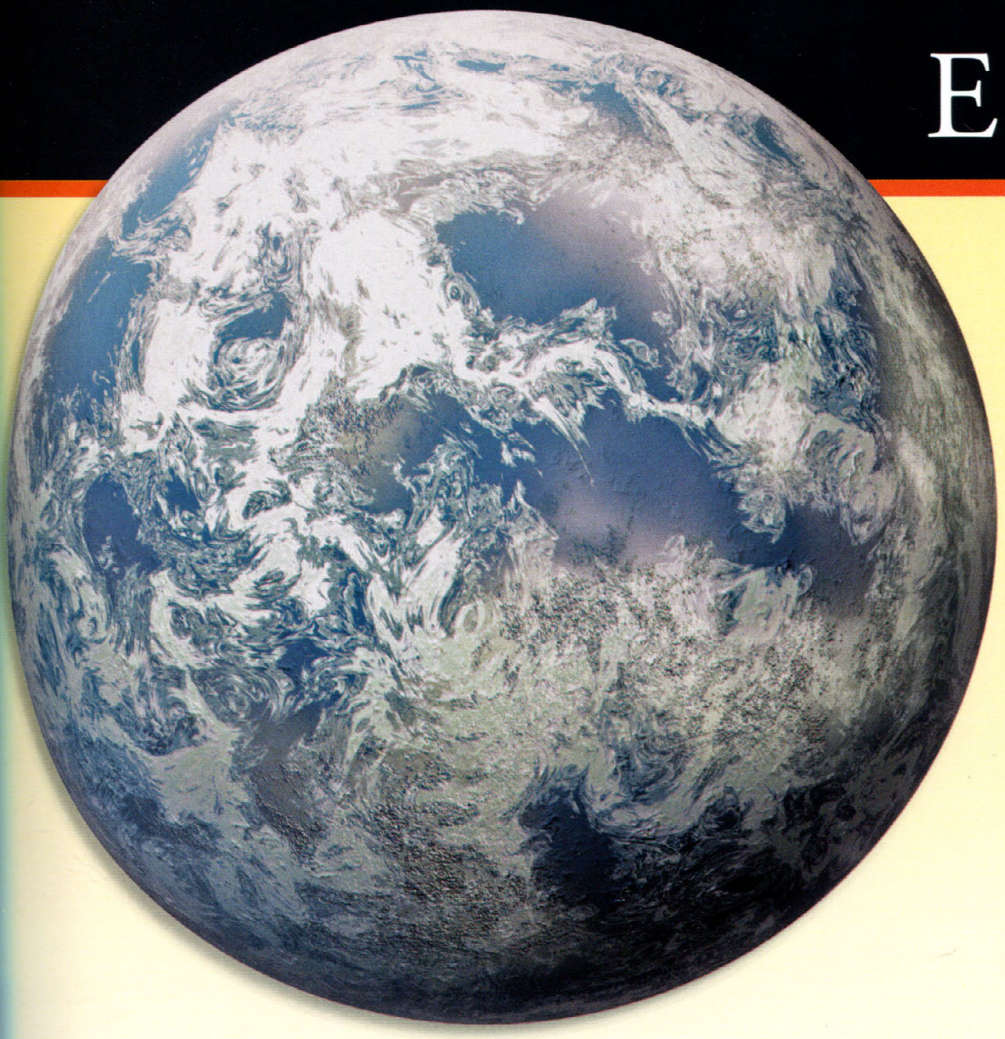
PLANETS	TYPE	MOONS
Endor	Gas giant	9
Eloggi	Barren rock	0
Megiddo	Barren rock	0
Dor	Barren rock	0

The Forest Moon of Endor is a small green sphere, the second of nine moons orbiting a silver-banded gas giant known to its native Ewoks as Tana. (Reports that the gas giant vanished in a cataclysm are false, and have become known as the "Endor Moon Hoax.") The Forest Moon has lighter-than-standard gravity and an ecosystem bursting with life, including three native sentient species. The Forest Moon is also home to castaways: Local space is plagued by hyperspace anomalies that have wrecked starships from nearby Sanyassa and Zorbia, as well as transports belonging to starhoppers hailing from far-off ports.

The Ewoks, the Forest Moon's most famous residents, are meter-high, ursine omnivores who dwell in giant trees. Their technology is primitive, but the Ewoks are sound engineers and cunning warriors, as a legion of Imperial troops discovered during the Battle of Endor. In the time of the New Republic, a few Ewoks have sought their fortunes elsewhere in the galaxy, serving as starship gunners and learning (somewhat squeaky) Basic. The peaceable Yuzzum dwell on the plains and the forest floor, and are known for their long legs, highly developed vocal cords, and keen ears. They make superb singers, and some—including the Max Rebo Band's Joh Yowza—have made careers for themselves with bands. The Gorax are often considered legends, but they exist. Fortunately, these vicious, semi-sentient giants are quite rare.

Visited only by castaways, fugitives, and pilgrims before the Battle of Endor, the Forest Moon was home to Alliance forces for a time after Emperor Palpatine died on the second Death Star overhead. Nagai invaders chased the Rebels off the moon, but they were followed by traders, intelligence agents, miners, souvenir hunters, and even tour groups. Endor was so remote, however, that interest proved fleeting; fifteen years after the Alliance's great victory, only one small trading post connected the Forest Moon with the rest of the galaxy.

ERIADU



Grid Location: M-18
Terrain: Industrial cityscape, waste zones
Diameter: 13,490 km
Length of Day: 24 standard hours
Length of Year: 360 local days
Population: 22 billion
Sentient Species: Humans, various alien species
Species Mix: Humans (86%), other (14%)
Language: Basic
Government: Imperial Governorship
Major Exports: Computer technology, manufacturing, textiles, droids
Major Imports: Foodstuffs, medicinals, lommite ore
System/Star: Eriadu/Eriadu

PLANETS	TYPE	MOONS
Muntiadu	Molten rock	0
Jaroona	Volcanic rock	0
Erinar	Volcanic rock	1
Eriadu	Terrestrial	1
Tarastra	Gas giant	7
Kelliadu	Ice ball	0

Eriadu, it's said, is a Core World in all things except geography. But while the planet is inarguably in the Outer Rim, it sits squarely at the most prestigious, economically vital, and strategic spot in the entire region: the intersection of the Hydian Way and the Rimma Trade Route (not to mention two lesser but still important routes, the Lipsec Run and the Yankirk Route).

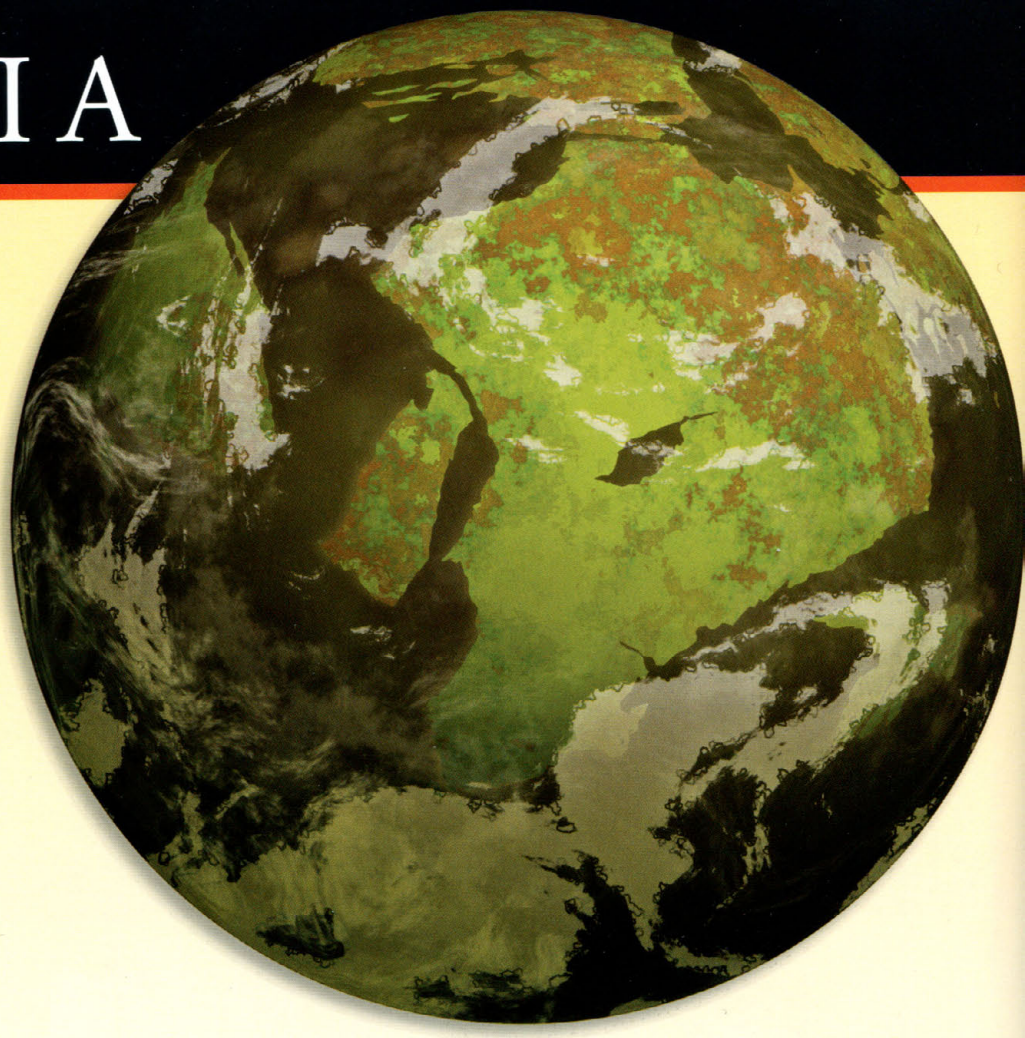
Eriadu is a badly polluted factory world of rugged landmasses and shallow seas. For years it was known more for its delicate shellwork jewelry than for its economic might—but that all changed under the guidance of the Quintad, five powerful, ambitious Corulag families who emigrated to Eriadu around 900 BBY. The Quintad—the most famous branch of which is the Tarkin clan—remade Eriadu into a manufacturing giant with prestigious shipyards, seeking to turn their world into "the Coruscant of the Outer Rim." They largely succeeded: Few mention Eriaduan shellwork anymore. (And just as well—the Eriaduan flow-mollusks are extinct, the victims of increased ocean acidity that dissolved their shells.)

Eriadu was a flashpoint during the Clone Wars. A Republic bastion amid Separatist sectors, it served as the headquarters for the Greater Seswenna's Sector Army, overseen by Wilhuff Tarkin. After Palpatine's ascension to Emperor, the Greater Seswenna was reorganized into Oversector Outer, making Tarkin the most powerful man in the Outer Rim.

Rabidly pro-Imperial Eriadu would eventually become a grudging member of the New Republic as economic considerations outweighed political leanings. It was bypassed by the Yuuzhan Vong and emerged from the conflict with its importance and power greatly enhanced.

Many Eriaduans are extremely touchy about their place in the galaxy. Their accents are "more Core than Core," and they regard even the most innocent remarks about the Rim as potential insults.

FELUCIA



Grid Location: R-6
Terrain: Jungles
Diameter: 9,100 km
Length of Day: 34 standard hours
Length of Year: 231 local days
Population: 8.5 million
Sentient Species: Felucians
Species Mix: Gossams (90%), other (10%), unknown number of Felucians
Languages: Basic, Felucian, Gossam
Government: Corporate
Major Exports: Exotic botanicals
Major Imports: Foodstuffs, high technology, fuel
System/Star: Felucia/Felix

PLANETS	TYPE	MOONS
Coccia	Scorched rock	1
Brembo	Volcanic rock	0
Albata Ing	Terrestrial	0
Felucia	Terrestrial	2
Farasu	Gas giant	9
Yamime	Gas giant	32
Tsutai	Gas giant	13
Imei	Ice ball	3

Felucia's forests have an almost hallucinogenic quality. The larger-than-life flora is gooily translucent and saturated with every rainbow hue in the visible spectrum. The planet's wild fungus growth and hives of flesh-ravaging bacteria have never been tamed in tens of millennia of on-again, off-again colonization.

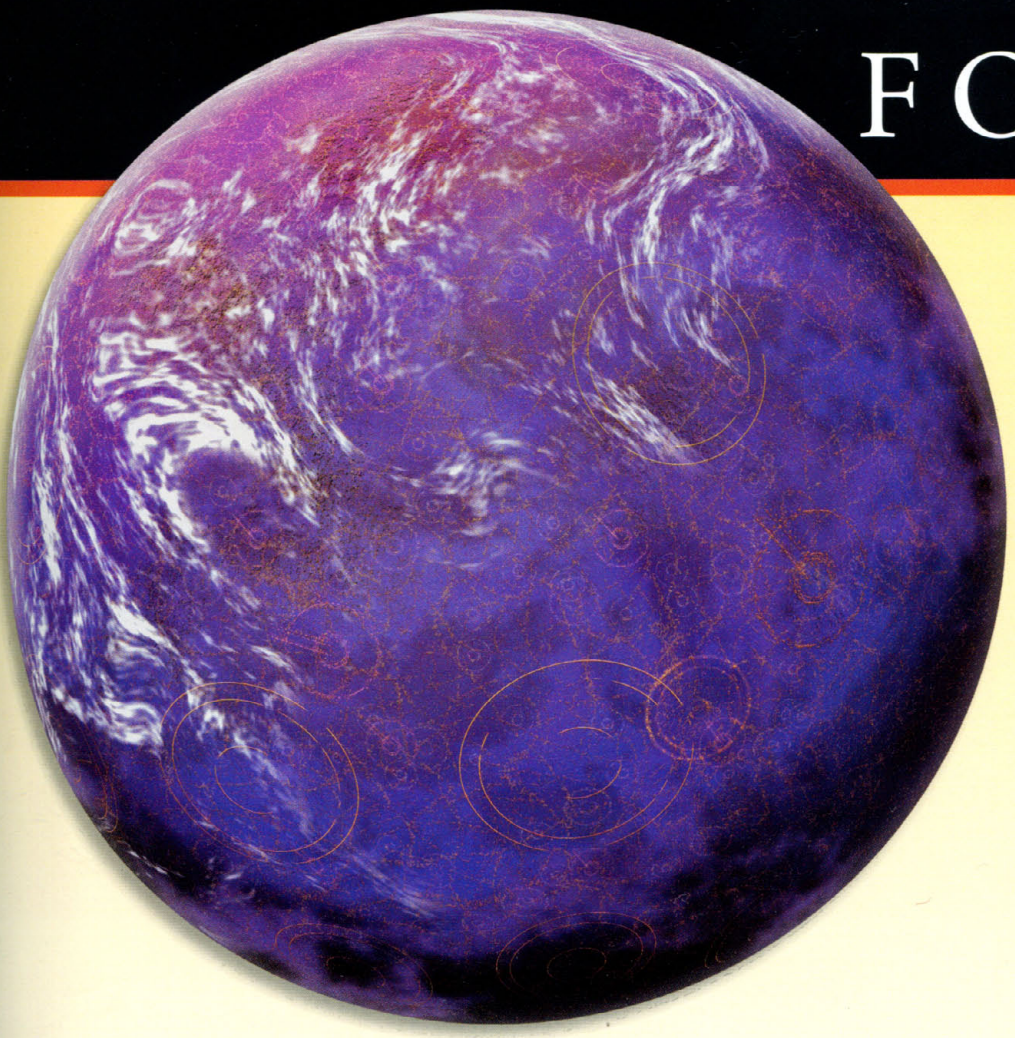
Felucia's riotous plant life eschews green trees for house-sized pitchers, phosphorescent lichens, explosive spore shooters, toxic puff-balls, and carnivorous blossoms that hunt prey with sticky, honey-dripping tendrils. Its greenhouse atmosphere smells of sweet nectar and rot. Felucia's animals are even odder, often composed of a see-through, boneless musculature that makes them resemble dollops of gelatin. Slugs (including the giant gelagrub) leave slick trails beneath the mushroom-cap canopy, tube worms thrash about in the hot lagoons, and small, prism-bodied avians hunt for airborne seeds.

One intelligent species arose from the jungles, but the Force-attuned Felucians largely kept to themselves. The planet received visitors as far back as 27,000 BBY in the form of the Gossam Courivers, a group of early explorers using the long-forgotten tumbledrive. Claimed as Gossam land, Felucia played host to a number of Gossam colonies over the millennia, most often finding success as an exotic resort.

Many settlements vanished, overtaken by the plants or besieged by the Felucians, but new generations simply tried again. By the time of the Clone Wars, Felucia had achieved its highest level of permanent settlement, with cities such as Kway Teow and Niango sheltering millions of colonists.

The Commerce Guild established its headquarters on Felucia, making it a target during the Clone Wars and a member—alongside Mygeeto and Saleucami—of what Supreme Chancellor Palpatine called a "triad of evil." Republic forces chased Commerce Guild president Shu Mai from Felucia, prompting her to trigger a fail-safe that poisoned the planet's water supply.

FONDOR



Grid Location: L-13
Terrain: Urban
Diameter: 9,100 km
Length of Day: 31 standard hours
Length of Year: 412 local days
Population: 5 billion
Sentient Species: Humans
Species Mix: Humans (75%), Herglic (11%), Mrlssi (7%), Sullustans (3%), Devaronians (2%), other (2%)
Language: Basic
Government: Guild
Major Exports: Starships, technology
Major Imports: Foodstuffs, consumer goods, machine parts
System/Star: Fondor/Fondor

PLANETS	TYPE	MOONS
Faliar	Scorched ball	0
Fondor Belt I	Asteroid belt	—
Fondor Belt II	Asteroid belt	—
Fondor	Terrestrial	6
Fondor Belt III	Asteroid belt	—
Mzeh	Gas giant	11
Fondor Belt IV	Asteroid belt	—

Located in the Freeworlds portion of Tapani sector, Fondor has long been one of the galaxy's foremost shipyards.

Completely industrialized over the millennia, the planet is necklaced with orbital shipyards and spacedocks. Its surface is a maze of modular factories, cooling towers, and workers' barracks, their geometries broken here and there by deep excavations into the planet's core and sprawling office complexes that serve the Fondor Guild of Starshipwrights, the planet's ancient masters. Workers on leave flock to the gritty streets of Fondor City, where they are soon separated from their credits by any number of shady operators offering an impressive variety of vices.

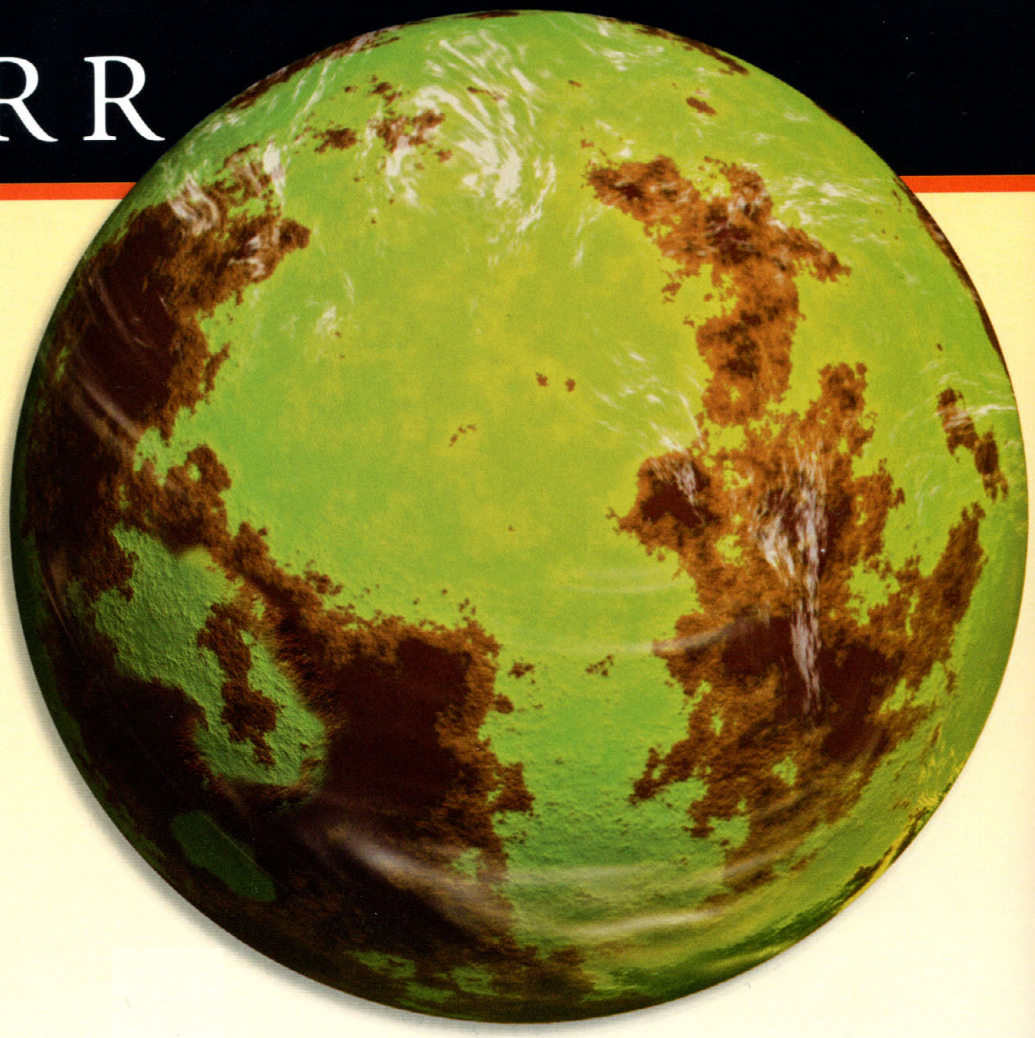
For an industrialized world, Fondor has a surprisingly small population—testament to the guild's wholehearted embrace of automation. Most of the surface factories are autonomous, controlled by great droid brains, and billions of worker droids tend to tasks on the surface. Fondor imports specialized droids, but also manufactures its own. Some are existing models built in plants overseen by the galaxy's droid makers; others are labor droids of the guild's own basic, sturdy design.

The guild was a minor member of the Techno Union during the Clone Wars, but the Separatist cause was unpopular with much of the guild membership, and Fondor contributed relatively little to the Confederacy of Independent Systems' war effort. The Empire nationalized Fondor around the time of the Battle of Yavin, though it left the guild in place to oversee the construction of the production version of the *Executor,* Darth Vader's flagship and the first in a line of Super Star Destroyers. During the *Executor*'s construction, the Empire closed the system to nonmilitary traffic and blazed a secret hyperspace route connecting Fondor with Gandeal in the Core. Adding insult to injury, subsequent Super Star Destroyers were constructed at Kuat.

Anger over the *Executor* and the Empire's seizure of the Freeworlds (which became the Shapani subsector) eroded support for the Emperor on Fondor; the Alliance seized the planet (reportedly with inside help) soon after the Battle of Endor. The Yuuzhan Vong attacked the planet, but the invaders' plans for it were disrupted by a blast from Centerpoint Station—a blast that also destroyed much of the Hapan war fleet defending the shipyards. Fondor backed Corellian interests in the subsequent conflict between Corellia and Coruscant, and would be the site of the pivotal battle in that war. At Fondor, Galactic Alliance forces divided their loyalties between the Chief of States Cha Niathal and Darth Caedus, the former Jacen Solo. Fondor served as Niathal's headquarters until Caedus's death ended the galaxy-spanning conflict.

The lush jungle moon Nallastia provided a stark contrast to Fondor's kilometers of endless metal. Nallastians were almost religious in their environmental fervor, and their dealings with the guild often proved testy.

GAMORR



Grid Location: T-14
Terrain: Forest, mountains, jungle
Diameter: 15,520 km
Length of Day: 28 standard hours
Length of Year: 380 local days
Population: 500 million
Sentient Species: Gamorreans
Species Mix: Gamorreans (100%)
Languages: Gamorrean, Basic
Government: Clans
Major Exports: Mercenaries
Major Imports: Melee weapons
System/Star: Opoku/Opoku

PLANETS	TYPE	MOONS
Ulklub	Searing rock	0
Ag'gor	Hothouse world	0
Gamorr	Terrestrial	2
Opyol	Terrestrial	1
Lok Trul	Gas giant	13
Tunyok	Ice ball	0

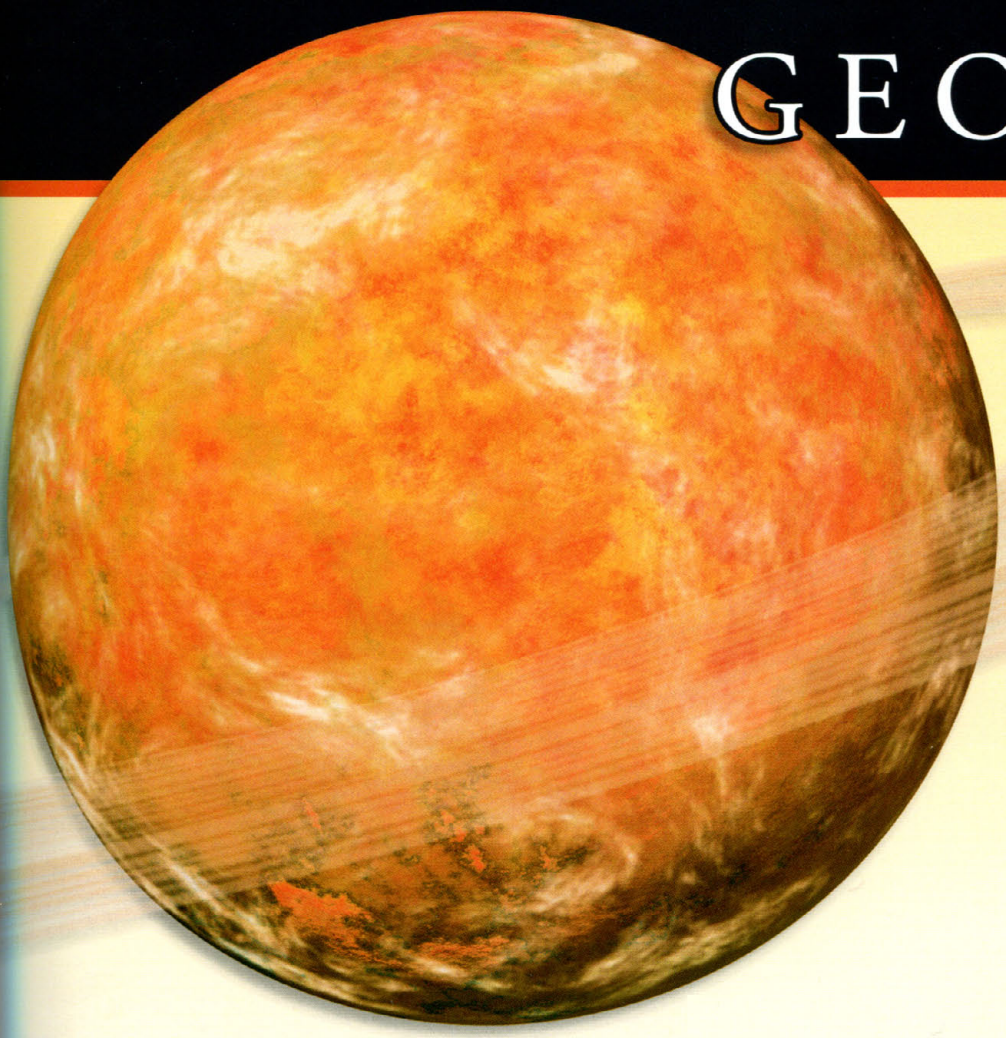
Gamorr sounds like it might be a nice destination: deciduous forests, clear streams, and placid fungus groves. But nearly every galactic guidebook is direct in its warning: "Do not visit Gamorr."

The problem, as with many a beautiful place, is the inhabitants: The porcine Gamorreans are brutal and bloodthirsty, as cruel as they are stupid. At least the boars are. The sows are another matter, doing all the work of running a feudal society of viciously divided clans. War dominates the Gamorrean boars' calendar: During slushtime they train while the sows plant; in wartime they plunder and pillage; in croptime they help with the harvest, heal from their wounds, or are buried; and in coldtime they docilely attend their sows.

The Empire's attempts to civilize Gamorr have been miserable failures; Imperial representatives stick to a small number of fortified trading ports, of which the best known is the ramshackle port known as Jugsmuk Station. The Empire has left the Gamorreans to their specialty, and the porcine brutes have spread through the galaxy as bodyguards, bouncers, and mercenaries, usually armed with their trademark war axes, known as arg'garoks.

Gamorr does have a single colony, the nearby world of Pzob. This accomplishment is often cited by frustrated members of galactic society when a seemingly easy task can't be accomplished: "Gamorr can put a boar on Pzob, but we can't . . ." If Gamorreans even notice such condescension, they figure a meaty fist to the jaw is a fine answer—it works for almost everything else.

GEONOSIS



Grid Location: R-16
Terrain: Rocks, deserts
Diameter: 11,370 km
Length of Day: 30 standard hours
Length of Year: 256 local days
Population: 100 billion
Sentient Species: Geonosians
Species Mix: Geonosians (99%), other (1%)
Language: Geonosian
Government: Hives
Major Exports: Technology, droids
Major Imports: Raw materials
System/Star: Geonosis/Ea

PLANETS	TYPE	MOONS
Geriss	Airless rock	0
Geonosis	Terrestrial	4
Conus	Volcanic rock	4
Mabonte	Toxic ball	3
Habon	Gas giant	21
Abyssissa	Frozen rock	1

A hellish world scoured by radiation, Geonosis was first explored when its nearest neighbor, Tatooine, was settled by miners some four millennia before the Battle of Yavin. The Geonosians were fascinated by the outsiders' technology, and the hives proved adept at solving problems and finding efficiencies in devices' function and production. The Geonosians began making labor droids in their own image, and these droids became known as cheap, simple, and reliable models.

But contacts between the Republic and Arkanis sector proved fleeting. Tatooine was abandoned and the Geonosians' advances copied by corporations closer to the Core. And contact with outsiders caused a deep rift among the hives, a rift that soon exploded into savage warfare.

As Geonosis dissolved into conflict, it was abandoned and all but forgotten until the Republic's final centuries. The hive wars had finally ebbed, and scouts and traders once again made tentative contact with the Geonosians. The hives eventually struck a distribution deal with the Baktoid Armor Workshop, returning their droids to the galactic market.

The Sith Lord Darth Sidious thought the Geonosians' skills were wasted on labor droids. He engineered the rise of the Geonosian rebel Poggle the Lesser, then used the planet's Trade Federation connections to create an army of battle droids for his own schemes—as well as early plans for what would become the Death Star. In 22 BBY Geonosis was the site of a fateful meeting between Count Dooku and the leaders of the nascent Confederacy of Independent Systems. That was soon followed by the opening battle of the Clone Wars, joined when the Jedi Master Yoda led a clone army from Kamino to Geonosis in time to rescue Obi-Wan Kenobi, Anakin Skywalker, Padmé Amidala—and the Jedi Knights who'd been sent to rescue them.

The Republic occupied Geonosis, loath to let its droid foundries fall back into Separatist hands. The Empire kept a tight grip on the system, nationalizing its output and forbidding corporate contacts with the hives. (Geonosian scientists continued to assist with the Death Star project and other Imperial war efforts.) The New Republic allowed the Geonosians to work as subcontractors once again, but maintained a right of refusal on all projects.

HAPES



Grid Location: O-9
Terrain: Cities, forests, mountains
Diameter: 12,254 km
Length of Day: 22 standard hours
Length of Year: 240 local days
Population: 8 million
Sentient Species: Humans (Hapans)
Species Mix: Humans (100%)
Languages: Hapan, Basic
Government: Hereditary matriarchy
Major Exports: None
Major Imports: Foodstuffs, high technology
System/Star: Hapes/Hapes

PLANETS	TYPE	MOONS
Hapes	Terrestrial	7
Kavan	Terrestrial	0

The capital of the isolationist, female-ruled Hapes Cluster, Hapes is a beautiful world of lush forests, soaring mountain ranges, and impeccably clean cities and factories. Hapes being Hapes, cultural traditions aren't considered sufficient guarantee that all be beautiful: Hapan law requires a degree of cleanliness that would be startling on nearly any other civilized world.

Hapes is the cluster's bureaucratic center; by law, all significant Hapan financial and business transactions must be performed on Hapes itself. As a result, the other sixty-two Consortium worlds maintain embassies on Hapes, as do most of the cluster's major business entities. Hapes's capital city is known as Ta'a Chume'Dan, the Queen Mother's Residence, though the ruler of Hapes actually dwells within the graceful courts of the Fountain Palace, which stands on the bluffs overlooking the city.

Outside Hapes's cities, much of the planet's wildlife roams forest and peak as it did before the pirates known as the Lorell Raiders descended from the skies millennia ago. Hunting is strictly regulated by the Queen Mother, as is Hapes's robust fishing industry.

Visitors to Hapes will note that what with its seven moons and the nebulae shimmering in its skies, the planet never sees true night. As a result, Hapans have extremely poor night vision, and most find darkness frightening. This oddity has given rise to a proverb often applied to expensive things that aren't particularly useful: "Hapans are beautiful, but they can't see in the dark."

HONOGHR



Grid Location: T-10
Terrain: Desert plains
Diameter: 10,440 km
Length of Day: 23 standard hours
Length of Year: 208 standard days
Population: 10 million
Sentient Species: Noghri
Species Mix: Noghri (100%)
Language: Honoghran
Government: Clan
Major Exports: Bodyguards, assassins
Major Imports: Foodstuffs, water, technology, medicine
System/Star: Honoghr/Honoghr

PLANETS	TYPE	MOONS
Loghru	Molten rock	1
Ungr	Toxic rock	4
Goettar	Airless rock	3
Honoghr	Terrestrial	3
Andelich	Gas giant	5
Fildrost	Gas giant	15
Kuthul	Ice ball	0

Though the Noghri are widely feared as among the galaxy's most efficient killers, their homeworld of Honoghr has become a symbol of hope as its inhabitants fight their way back from the brink of ecological extinction.

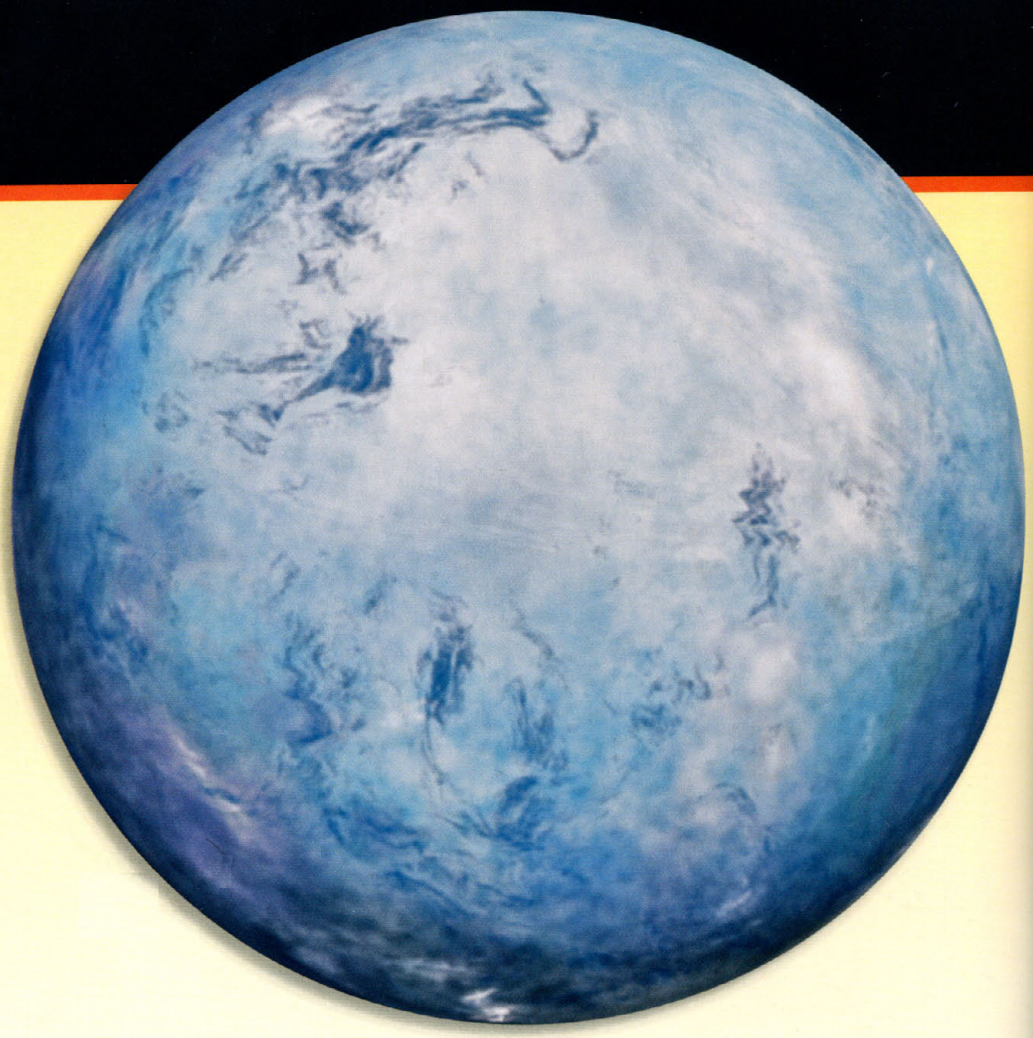
Honoghr once crawled with life, and the short, wiry Noghri emerged as an apex predator. Organizing into matriarchal clans, the Noghri honed their unarmed combat skills until they could take down animals five times their size. Circa 30,000 BBY Honoghr attracted the attention of the Rakatan Infinite Empire, but few traces remain of what was likely a short occupation. By the time of the Clone Wars, the Noghri lived in hundreds of clan settlements, including the Grand Clan governing city of Nystao, spread across the northern face of Honoghr's single, globe-spanning continent.

In 20 BBY the Separatist research vessel *Gahenna* lost a battle with a Republic Cruiser, crashing into Honoghr's forests and spilling its tanks of trihexalon—a runaway defoliant developed as a bioweapon. Jedi Knight Aayla Secura led the effort to retrieve the trihexalon data, but no one from the Republic stayed behind to help the Noghri survive the coming calamity. Within weeks the planet had been irreparably poisoned; within months the Noghri began dropping from starvation.

Into this catastrophe came Darth Vader, newly fitted with the black cybernetic suit that made him a figure of awe to the desperate Noghri. In exchange for their service as Imperial assassins, Vader promised to save the Noghri by restoring Honoghr.

The offer proved empty. Rather than purify Honoghr's soil, the Imperial decontamination droids ensured that the Noghri "Clean Lands" remained perpetually on the edge of famine. The Noghri continued to serve Grand Admiral Thrawn after Vader's death, until they discovered the Empire's ruse in 9 ABY. Noghri agents assassinated Thrawn, then moved to secure their own destiny. Some continued to honor their people's vow to Vader by serving his daughter Leia Organa Solo as bodyguards, while the remainder began the hard job of restoring Honoghr's soil hectare by hectare.

HOTH



Grid Location: K-18
Terrain: Frozen plains, mountains
Diameter: 7,200 km
Length of Day: 23 standard hours
Length of Year: 549 local days
Population: No permanent population
Sentient Species: None
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Hoth/Hoth

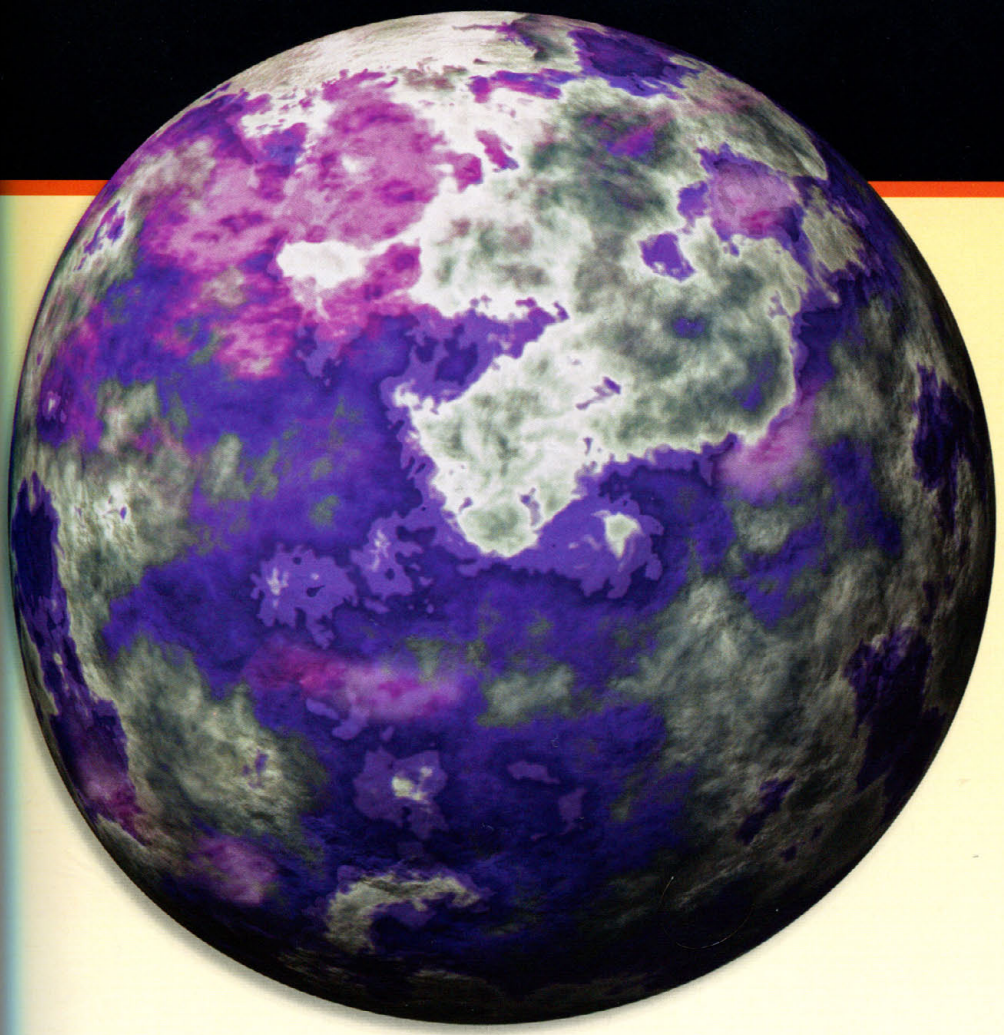
PLANETS	TYPE	MOONS
Shron	Volcanic	0
Biosh	Barren rock	0
Nushk	Methane sea	4
Jhas	Gas giant	24
Ordaj	Gas giant	17
Hoth	Terrestrial	3

Systems like Hoth are all too common in the galaxy: a collection of barren worlds and whirling rocks, devoid of apparent wealth and marginally habitable only by the desperate. Hoth has a brutal climate, a remote location, and is bombarded by frequent meteor showers. Its most habitable areas lie along the equator, where a deep fissure provides access to a network of caverns blasted out of ice and rock by steam from the planet's still-active core. The ice sheets of Hoth's southern hemisphere hide a massive ocean; the tidal pull of Hoth's moons occasionally cracks this ice sheet, sending great geysers of salt water into the air, where they soon freeze into spires and arches.

But life can find purchase in the most inhospitable places: Herds of tauntauns wander Hoth's frozen plains, hunted by vicious wampas. Ice scrabblers and Hoth hogs scavenge for whatever nutrition they can find, and ice worms carve their way through the frozen salt spires in search of trapped algae. Rumors have it that great dragon-slugs lair in the equatorial fissures, feeding on valuable lumni-spice.

Luke Skywalker and C-3PO stumbled across Hoth after the Battle of Yavin, and the Alliance decided it made for a perfect base: It was near the Corellian Trade Spine, yet very rarely visited. The Rebels were just the latest fugitives hoping to use the icy planet as a bolt-hole: Innumerable smugglers, pirates, and others had done so before. (In fact, Echo Base was an expansion of a hideout once used by the Mon Calamari pirate Salmakk.) The Rebels stayed little longer than previous inhabitants—Echo Base was discovered by an Imperial probot, and the Alliance fled Hoth after taking significant casualties against Imperial snowtroopers and AT-ATs.

IEGO



Grid Location: T-7
Terrain: Rocks, wastelands
Diameter: 2,730 km
Length of Day: Not applicable
Length of Year: Not applicable
Population: Modern: 4,500 castaways, unknown number of Diathim and Maelibi
Sentient Species: Diathim, Maelibi, mixed-species castaways
Species Mix: Humans (40%), other (60%)
Language: Basic
Government: Competing tribes
Major Exports: None
Major Imports: None
System/Star: Iego/none

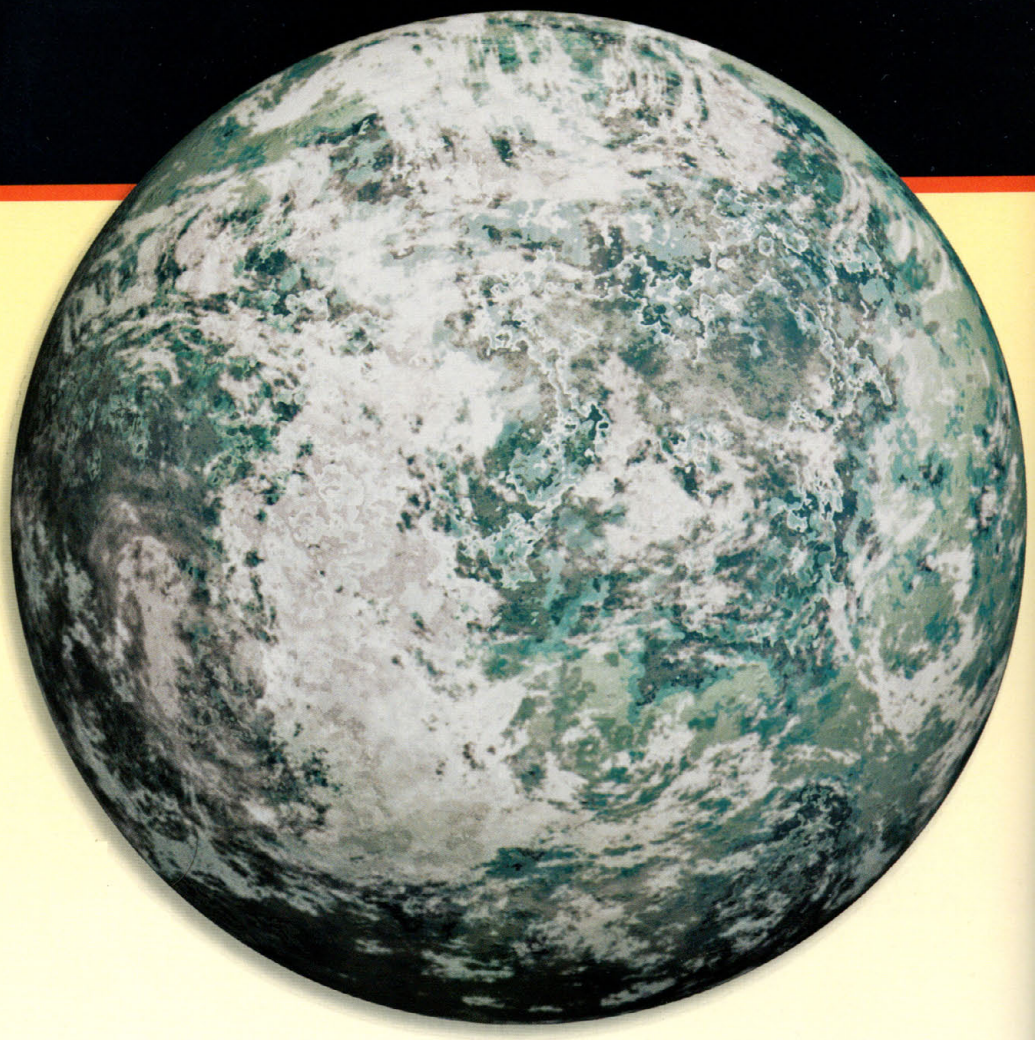
PLANETS	TYPE	MOONS
Iego	Terrestrial	1,000

For centuries Iego was a world of legend. Spacers in cantinas from the Core to the Rim muttered in drunken tones of Iego, some calling it a place of impossible beauty, others a destination of mind-freezing terror.

The tales told of a rogue planetoid drifting through the Extrictarium Nebula, lit from all sides by glowing gasses. Around the sphere hung a thousand tiny moons, the supposed domain of the Diathim, bright, ethereal beings nicknamed "angels." Diathim were said to mesmerize pilots, drawing them ever closer and forcing their starships to crash on Iego's bleak surface. New castaways would find themselves in the Scatter, a glittering plain of hulking fuselages and picked-over piles of debris. There they no longer had any need to eat or drink, and never aged—cantina talk had it that veterans of the Great Sith War were still scratching out an existence amid Iego's white rocks. Unless, of course, they were snatched underground by the Maelibi, or "demons"—giant subterranean humanoids with voices of pure song and bodies that shine like molten gold.

The stories seem outlandish, and it was only in the last years of the Republic that reliable routes through Extrictarium were found and circulated within the smuggling community. A settlement was even founded on Iego—the perilous town of Cliffhold. Unfortunately, the Separatists knew of the planet, and saw Iego as a potential redoubt should the war go against them. A Separatist flotilla drove the Diathim from the moon Millius Prime and established a web of automated defenses around the planet. In the years since, fringe squatters have called Iego home—and the planet continues to hold a grip on the public imagination.

ILUM



Grid Location: G-7
Terrain: Snow, mountains
Diameter: 5,870 km
Length of Day: 66 standard hours
Length of Year: 1,078 local days
Population: None
Sentient Species: None
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Ilum/Asar

PLANETS	TYPE	MOONS
Jike	Searing rock	0
Bory	Airless rock	0
Cala	Airless rock	0
Kess Bela	Asteroid belt	—
Ilum	Terrestrial	2
Trop	Gas giant	11
Eton	Gas giant	41
Fern	Gas giant	20

The icy globe of Ilum once counted itself as one of three worlds—alongside Ossus and Tython—of sacred importance to the Jedi Order. Crystals mined from Ilum provided the power for Jedi lightsabers, giving the weapons their signature glows of green and blue.

The earliest lightsaber crystals came from Adega, a world near Ossus and the Perlemian Trade Route. The three most common varieties—kathracite, mephite, and pontite—are still referred to as Adegan crystals. But around 22,800 BBY a Jedi scout followed the Force's pull to reach a point almost impossibly deep in unexplored space. Ilum sat framed in the forward viewports when the scout opened his eyes, and the planet's crust burst with kathracite, mephite, and pontite. The mystical experience gave Ilum a place of prominence in the evolving codex of Jedi rituals.

The traditional hyperjump to Ilum—one uninterrupted hop directly from Metellos—could only be accomplished by Force-strong pilots and remained a Jedi secret. Those needing to build their first lightsabers (or to replace lost weapons) made the journey, seeking out the snowy entrance of the crystal caverns and engaging in a period of fasting and mystic farseeing. The construction of a lightsaber could take weeks, with most of the time spent in meditation.

Ilum orbits far from its sun, its perpetual ice age melted fitfully by scattered pockets of geothermal heat. Deep snowdrifts have buried all but the tallest escarpments. Blowing ice fragments can be whipped into a skin-shredding cyclone during windstorms. Most life exists underground near volcanic vents, but predatory gorgodons prowl near mountain crevasses, baring their fangs and brandishing their club-like tails if strangers venture too close to their nests.

In 22 BBY Ilum became a Clone Wars target. On orders from former Jedi Count Dooku, a battalion of Separatist chameleon droids collapsed the crystal caverns with explosive charges. Yoda, Luminara Unduli, and Barriss Offee all fought to destroy the saboteurs, but damage to the caverns took more than a year to repair.

Following Order 66, several survivors of the Jedi Purge took refuge on Ilum, trusting in its reputation as a sanctuary and not grasping that the Emperor's hunters already possessed the planet's coordinates. After chasing off or killing any stragglers, the Empire built an outpost on Ilum that sat understaffed and forgotten for decades.

ITHOR



Grid Location: M-6
Terrain: Wasteland; formerly rain forests
Diameter: 13,310 km
Length of Day: 41 standard hours
Length of Year: 422 local days
Population: Modern: none; historic: 2 billion
Sentient Species: Ithorians
Species Mix: Ithorians (99%), other (1%)
Languages: Ithorese, Basic
Government: Elected council
Major Exports: Botanicals, rare goods
Major Imports: Technology, raw materials
System/Star: Ottega/Ottega

PLANETS	TYPE	MOONS
Imrooso	Volcanic rock	1
Torgazi	Toxic hothouse	3
Ottega	Terrestrial	3
Ithor	Terrestrial	6
Harugi Spill	Asteroid belt	—
Shihor	Gas giant	29
Gyo	Gas giant	15

Unusually dense outer system contains 69 planets and 565 moons

Once a sylvan paradise, Ithor has now been memorialized alongside Alderaan as a planet destroyed by war. The planet's rain forests supported one of the densest ecosystems in the galaxy, with millions of living things crowding every square kilometer. Decaying leaf mats on the forest floor provided sustenance for sinuous columns of siblipedes, which then became food for manollium birds before they in turn fell down the gullets of hungry arrak snakes. A lively evolutionary dance eventually gave rise to the Ithorians, an intelligent species of hump-necked herbivores with twin mouths and a complex stereo language.

The Ithorians created a religion centered on the Mother Jungle. The most pious among them considered it blasphemous to take anything out of the natural world without replacing it twofold. When technology permitted the construction of anti-gravity settlements, the Ithorians moved to these herd cities en masse and only set foot on the surface during sacred ceremonies.

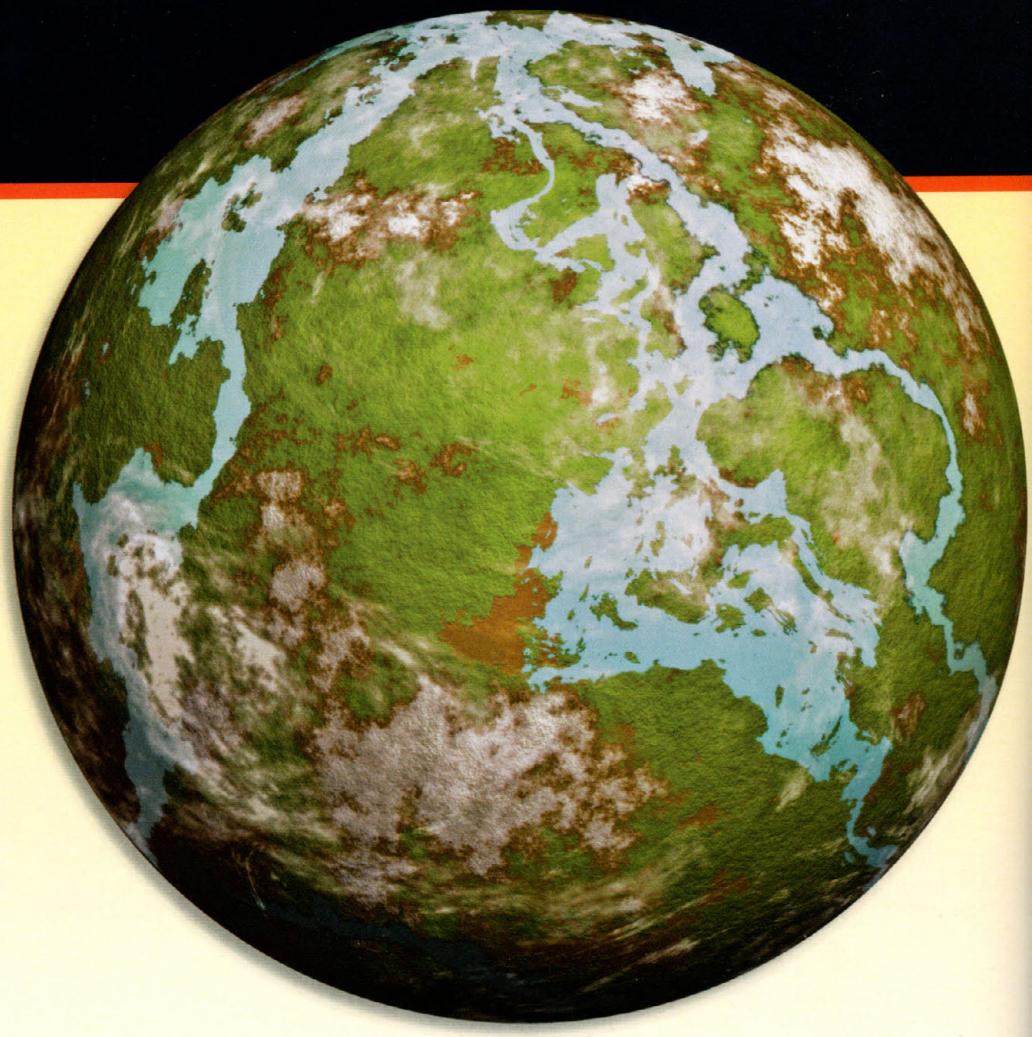
Spacegoing herdships allowed the Ithorians to earn a living as galactic traders, and their movable bazaars reached Republic space as early as 12,000 BBY. Ithorians, nicknamed "Hammerheads" by most, earned universal welcome, with their home system of Ottega emerging as a lighthouse world in the galaxy's sparsely settled northern quadrant. Ithor eventually became a hub for trade in botanicals and handcrafted goods throughout the Mid Rim's Lesser Plooriod Cluster, and a key to the successful colonization of the New Territories in the Republic's final centuries.

The Empire, mindful of the Ithorians' expertise in cloning and genetic engineering, tried to frighten the planet into loyalty by incinerating a grove of bafforr trees in the sacred Cathor Hills. The trees had comprised a one-of-a-kind hive intelligence, and their destruction drove many Ithorians into the covert service of the Rebel Alliance.

In 25 ABY the Mother Jungle died. The Yuuzhan Vong targeted Ithor due to the crippling effect of bafforr pollen on Vong crabshell armor, and it became the site of a duel between Jedi Corran Horn and Yuuzhan Vong commander Shedao Shai to determine the planet's fate. Horn won, but Shai's subordinate defiantly unleashed a plague that melted all living things on Ithor into rancid black ooze.

Many outfits tried to claim a new homeworld for the Ithorians after the war, and many survivors eventually built colonies on Oetrago, Upell, and Felucia. Yet most preferred to roam the starlanes in their herdships. The core terrariums of these vessels contain the only remaining specimens of many irreplaceable species, and thus the herdship fleet is now considered the Mother Jungle reborn.

KALEE



Grid Location: J-4
Terrain: Rain forests, canyons, seas
Diameter: 13,850 km
Length of Day: 23 standard hours
Length of Year: 378 standard days
Population: 4 billion
Sentient Species: Kaleesh
Species Mix: Kaleesh (99%), other (1%)
Language: Kaleesh
Government: Tribal
Major Exports: None
Major Imports: Foodstuffs, technology
System/Star: Abbaji/Iminec

PLANETS	TYPE	MOONS
Prelly	Molten rock	0
Norbon	Airless rock	0
Abbaji	Terrestrial	2
Kalee	Terrestrial	1
Tovarskl	Terrestrial	2
Remsh	Gas giant	43
Elke	Frozen rock	0

Kalee is an Outer Rim planet best known as the homeworld of General Grievous. Its history is marked by near-continuous warfare, explaining why so much of the population is trapped in desolate poverty.

The planet is a hot world covered with mossy cliffs, dark seas, sweeping steppes, and steaming jungles. The stone monolith of Abesmi, jutting skyward from the waters of the Jenuwaa Sea, is an object of adoration to the native Kaleesh, who believe it is where their gods ascend into heaven. Shrines can be found all over the planet, honoring historic figures who battled their way to divinity. The holiest such shrine is Shrupak, at the gateway to the steppes of Ausez. All Kaleesh prize the path of the warrior and wear the skulls and hides of mumuus and karabbacs as ritual adornments. Nearly all sea life on Kalee is poisonous.

Kalee sits on the outer border of the Kadok Regions, squeezed between two belligerent civilizations—the Bitthævrians on the Rimward side, and the Yam'rii to the Coreward. Nearly a century before the Battle of Yavin, the Republic convinced the Kaleesh to fight the Bitthævrian government in order to unseat a regime considered unfriendly to Coruscant.

Decades later the mantis-like Yam'rii embarked on a crusade of expansion, battling their way to Kalee until beaten back by Qymaen jai Sheelal, a charismatic Kaleesh warlord. Sheelal took the fight all the way back to the enemy's homeworld of Huk. The beaten Yam'rii pleaded with the Republic for help, and Coruscant ended the war and levied heavy sanctions against Kalee. With a world already depleted by warfare and overhunting, the restrictions pushed the planet into famine and cannibalism. Sheelal, who by that point had taken the name Grievous, entered into the service of the InterGalactic Banking Clan. In return, the IBC assisted Kalee with loans and supply connections.

Kalee escaped the Clone Wars intact, but Grievous was counted among the war's casualties. The planet has honored its late champion with a temple of his own, and a lofty place in the Kaleesh pantheon.

KAMINO



Grid Location: S-15
Terrain: Aquatic
Diameter: 19,270 km
Length of Day: 27 standard hours
Length of Year: 463 standard days
Population: 1 billion
Sentient Species: Kaminoans
Species Mix: Kaminoans (100%)
Language: Kaminoan
Government: Ruling council
Major Exports: Clones, covert technology, military hardware
Major Imports: Foodstuffs
System/Star: Kamino/Kamino

PLANETS	TYPE	MOONS
Kas	Molten rock	0
Yuka Major	Searing rock	0
Jomon	Searing rock	0
Faa	Terrestrial	2
Kamino	Terrestrial	3
Mira	Barren rock	0
Miyuu	Barren rock	5
Donoa	Barren rock	17
Casna Aure	Gas giant	28
Casna Besh	Gas giant	43
Imoco	Frozen rock	8
Talita	Frozen rock	6
Yuka	Ice ball	1

Given Kamino's role in starting the Clone Wars and aiding the rise of Emperor Palpatine, it's safe to say that no planet with such a low profile has ever wielded such massive influence.

Technically, Kamino isn't part of the galaxy. It circles a star high above the galactic disk, loosely grouped with other fringe stars at the lower periphery of the Rishi Maze. Kamino was once largely landlocked, with eels and cetaceans choking its narrow oceans and sleek-skinned mammals inhabiting the marshes of the low-lying continents. From this stock arose the Kaminoans, long-necked humanoids exhibiting effortless grace on land and in water. The Kaminoans developed their planet's coasts, their triumph being the parapet city of Derem.

Circa 19,000 BBY abrupt climatic change melted Kamino's glacial reserves. Within two centuries every landmass sat beneath hundreds of meters of seawater, including Derem and architectural treasures such as the Clock Spires of Harai Nova.

The Kaminoans lived on. Technology allowed them to move into water-shedding stilt cities, and the science of genetics permitted the preservation of many drowned species through controlled cloning. Genetic engineering soon shaped the Kaminoans themselves, as their pursuit of perfection resulted in near uniformity of thought, appearance, and mannerism.

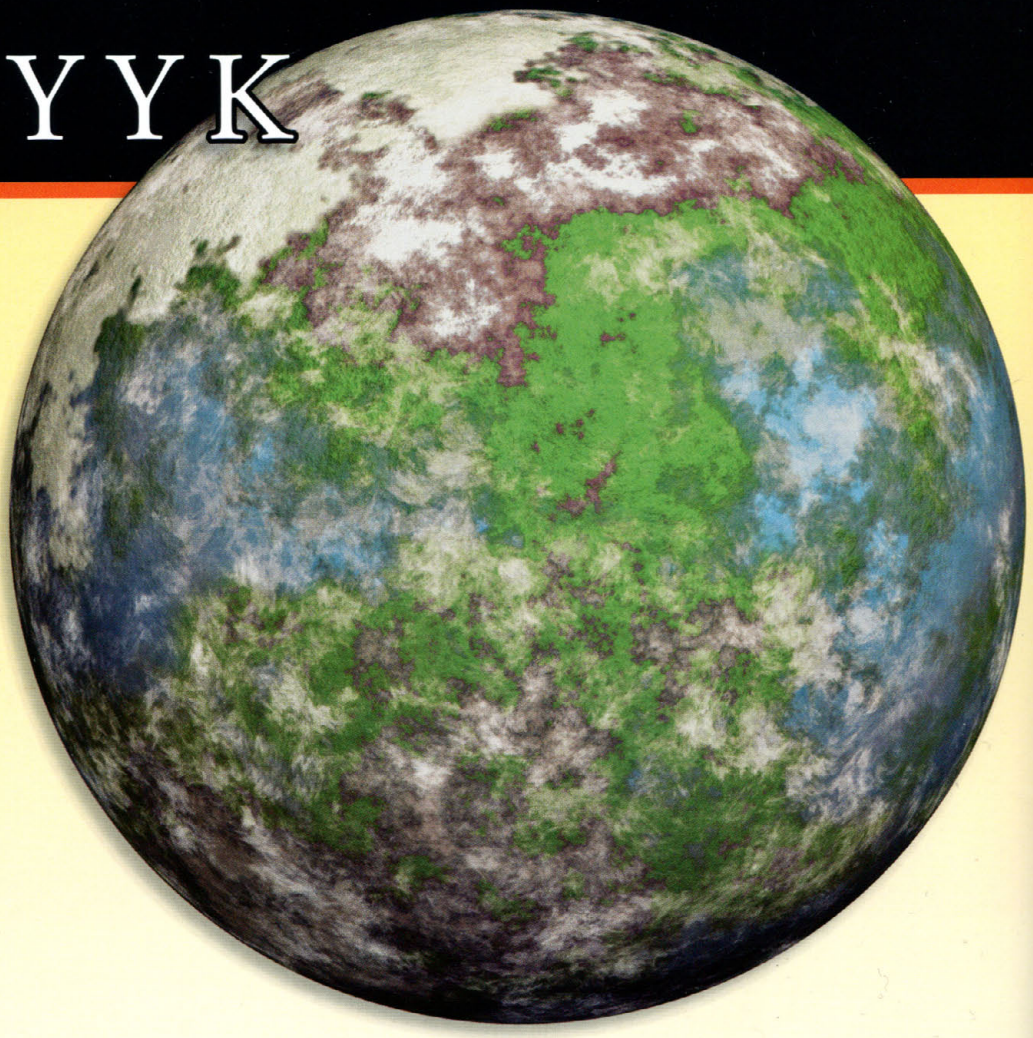
Ambitious parties from the Republic sought out Kamino as early as 4500 BBY. Kaminoan cloning proved far superior to the common Lurrian techniques, and the laboratories of Tipoca City soon filled orders both local (the shovel-handed miners of Subterrel) and distant (the blind berserkers of the Unknown Regions' Leech Legion). The Kaminoans also stocked their own pond, modifying Naboo's soaring aiwhas to withstand Kamino's crashing surf.

In 32 BBY Jedi Master Sifo-Dyas hired the Kaminoans to build a clone army for the Republic, though Darth Sidious guided the project to completion. Sidious even arranged the planet's deletion from stellar databases to ensure the project's secrecy. The vat-grown army lent its name to the Clone Wars from 22 to 19 BBY, during which time Kamino came under attack from both the Separatists and the Mandalorians.

The end of the war saw Kamino transformed into a fortified Imperial possession, dedicated to expanding the stormtrooper corps. In 12 BBY a clone uprising—orchestrated by disgruntled Kaminoan clonemasters—met a swift end at the hands of the 501st Legion.

The collapse of the Empire in 4 ABY triggered an economic collapse on Kamino, as more than two decades of clone production came to an end. The world continues to survive on smaller contracts, often for warlords and gangsters.

KASHYYYK



Grid Location: P-9
Terrain: Forests, seas, coastline
Diameter: 12,765 km
Length of Day: 26 standard hours
Length of Year: 381 local days
Population: 45 million
Sentient Species: Wookiees
Species Mix: Wookiees (100%)
Language: Shyriiwook
Government: Wookiee council
Major Exports: Electronic components, natural resources
Major Imports: Processed metals, medicines
System/Star: Kashyyyk/Kashyyyk

PLANETS	TYPE	MOONS
Taakarroo	Searing rock	1
Kallalarra	Toxic hothouse	3
Kashyyyk	Terrestrial	3
Gryyyl	Asteroid belt	—
Trandosha	Terrestrial	1
Alaris	Gas giant	8
Shurr	Gas giant	14
Kuhurrik	Gas giant	25

The Wookiee homeworld of Kashyyyk is a vertiginous world of kilometers-high treetops and bottomless depths. The natural beauty of Wookiee settlements leads some to form assumptions about their technological primitivism, but Wookiees are engineers at heart and produce some of the finest machinery in the galaxy.

Kashyyyk's continents are ringed by open beaches, but less than a kilometer inland the terrain becomes impassable. Here wroshyr trees take root, and their columnar trunks and snaky branches provide support for horizontally layered ecosystems. Beginning at the treetops, the canopy becomes more dangerous the deeper one penetrates. The middle levels are prowled by katarns and webweavers, and in the thick of Kashyyyk's old growth the surface is as black as a cave. Only the phosphorescent glow of predators and prey illuminates this shadow forest.

Wookiees live in high-level tree cities and in beachfront coastal settlements. Rwookrrorro is the planet's capital, Thikkiiana its high-tech hub, and Kachirho the center of hyperspace mapping. Wookiees are on par with the Duros, Givin, and Sullustans for their expertise in hyperspatial theory, with the thinkers of the Claatuvac Guild among the most brilliant practitioners of the art.

Kashyyyk counted itself a member of the Rakatan Infinite Empire circa 30,000 BBY, and Rakatan terraforming is believed to have contributed to Kashyyyk's titanic flora. The Wookiees had developed an advanced tribal government by 4020 BBY, when the Czerka Corporation laid claim to the planet and renamed it Edean. A Wookiee uprising in 3956 BBY unseated Czerka, paving the way for the species' integration into galactic society.

Wookiees planted their flag on the moons of Alaris while representing the Mytaranor sector in the Senate, and carried on a blood feud with the lizard-like Trandoshans who inhabited a neighboring planet. In 19 BBY one of the final battles of the Clone Wars took place at Kachirho, where Master Yoda led an army of clone troopers and Wookiee warriors to victory over a droid landing force.

After the establishment of the Empire, Kashyyyk became a slave world. Imperial occupiers pressed its citizens into construction gangs, and the Trandoshans received special dispensation to track down escaped laborers. Kashyyyk endured until 5 ABY, when the New Republic chased off the last Imperial holdouts. The planet became a key member of the New Republic and Galactic Federation of Free Alliance. It slipped through the Yuuzhan Vong War unscathed and blossomed after that, but was the site of a showdown during the Corellia–Galactic Alliance War, with Jacen Solo setting vast swaths of the planet ablaze.

KESSEL



Grid Location: T-10
Terrain: Alkali flats, mountains
Diameter: Roughly 7,200 km
Length of Day: 26 standard hours
Length of Year: 322 local days
Population: 11,100
Sentient Species: Humans, many others
Species Mix: Humans (22%), other (78%)
Language: Basic
Government: Military administration
Major Exports: Spice
Major Imports: Foodstuffs, machinery
System/Star: Kessa/Kessa

PLANETS	TYPE	MOONS
Senna	Molten rock	0
Kessel	Barren rock	1
Karedda	Ice ball	0

A cold, barren world of alkali flats and jagged mountains, Kessel is a misshapen lump, of interest only for the thick veins of glitterstim running beneath its crust. Kessel isn't quite big enough to hold its thin atmosphere, which leaks away in tendrils and is replaced by a creaky network of air factories. For millennia miners have worked in a pitch-black labyrinth of tunnels beneath the planet extracting glitterstim, a photoactive spice of great value. Though few of the galaxy's addicted "glit-biters" know it, glitterstim is a residue of cobwebs spun by energy spiders, vicious arachnids that prey on small energy creatures in the dark.

Mining on Kessel began as a small operation under the aegis of the Republic, with volunteer miners supervised by medical teams seeking glitterstim for therapeutic uses. But as the Republic dimmed, criminal organizations pushed their way in, diverting increasing amounts of glitterstim into the galaxy's black market. The Empire assumed control of Kessel, installing stormtroopers on its Garrison Moon, and turned the planet into a prison world, forcing violent criminals and political prisoners alike into the dark to work until they died. Crooked administrators ensured that the illicit spice trade would continue, however, and countless smugglers made their reputations (or died trying) eluding Imperial picket ships along the Kessel Run, a thin corridor perilously close to the Maw cluster of black holes. Kessel changed hands several times after the Battle of Endor (with the Garrison Moon blasted into oblivion), and was eventually bought by Lando Calrissian, who freed the mine's remaining prisoners and restarted mining using droids.

Kessel sits on a bypass of the *Pabol Sleheyron*, which runs Rimward from Hutt Space to its intersection with the Triellus Trade Route, passing worlds such as Aeneid, Little Kessel, and Randa. Most legitimate traffic to Kessel exits the *Pabol Sleheyron* at Zerm for the Kessel Trade Corridor; smugglers who don't trust their luck at escaping Imperial attention often head for the Maw, emerging from the Kessel Run and the asteroid-plagued Pits at Formos, a hardscrabble spaceport on the Pabol.

KORRIBAN



Grid Location: R-5
Terrain: Mountains, canyons, dry riverbeds, tombs
Diameter: 16,890 km
Length of Day: 28 standard hours
Length of Year: 780 local days
Population: Historic: 9.6 billion; current: none
Sentient Species: Historic: Sith
Species Mix: Historic: Sith (94%), other/slaves (6%); current: not applicable
Language: Historic: Sith; current: none
Government: Historic: magocratic dictatorship; current: none
Major Exports: Sith artifacts (black market)
Major Imports: None
System/Star: Horuset/Horuset

PLANETS	TYPE	MOONS
Korriba Scar	Debris belt	—
Korriban	Terrestrial	7
Ashes of Korr	Debris belt	—

Korriban, the original homeworld of the Sith species, is a cold world of crying winds and dry, rocky fissures. Hundreds of canyons, their cliff faces marked with grim statues and honeycombed with winding tomb passages, make up the planet's infamous Valleys of the Dark Lords. The few creatures that live on Korriban, including airborne shyracks, dragon-scaled hssiss, and Sith hounds (tuk'ata), are said to derive sustenance directly from the Force's dark side. Some spacers even claim that Sith alchemy can animate corpses, and that Korriban zombies sometimes polish off unlucky freighter crews.

Korriban has a recorded history dating back to approximately 27,700 BBY. In that era the Sith ruler Adas fought off a conquering horde of Rakata, then hijacked Rakatan hyperspace technology to spread his Sith civilization from Korriban to neighboring worlds, including Ziost. After Adas's death, Korriban became a ceremonial tombworld populated by religious cultists.

A civil war initiated by Dathka Graush in 7000 BBY left most Korriban cities devastated, and after the arrival of Dark Jedi into Sith space a century later, Korriban became an unpopulated repository for increasingly elaborate mausoleums. The burials ceased in 5000 BBY following the Great Hyperspace War, and Korriban remained empty for a millennium until Exar Kun's disciples established a Sith Academy there.

During the Jedi Civil War, Korriban returned to prominence as a hub of Darth Revan's revived Sith Empire. Even the Czerka Corporation built its headquarters there, in the settlement of Dreshdae. But the Sith Civil War left Korriban a graveyard once more. In subsequent millennia Korriban has been an occasional dark side training facility, but it is most often remembered as a ghost-haunted world of whispering evil and Sith secrets.

KUAT



Grid Location: M-10
Terrain: Plains, forests
Diameter: 10,000 km
Length of Day: 20 standard hours
Length of Year: 322 local days
Population: 3.6 billion
Sentient Species: Humans
Species Mix: Humans (80%), other (20%)
Languages: Basic, Kuat
Government: Aristocracy
Major Exports: Starships, luxury goods, alcohol, art, food
Major Imports: Electronics, machinery, raw materials
System/Star: Kuat/Kuat

PLANETS	TYPE	MOONS
Ristel	Searing rock	0
Goravas	Volcanic rock	1
Daver Kuat	Terrestrial	2
Kuat	Terrestrial	2
Gortis	Barren rock	3
Rasapan	Gas giant	22

Kuat is a true wonder—a green garden oasis girded by artificial silver rings. Home of Kuat Drive Yards (KDY), the world has made starships since the dawn of the Republic, including the *Acclamator*-class assault ship and the Imperial Star Destroyer. Kuat's orbital stardocks, always alight with the flashes of zero-g arcwelders, provide a home for hundreds of millions of workers who require everything from cantinas and sporting arenas to medcenters and morgues.

Settled by Coruscanti humans in a sleeper-ship expedition in 27,500 BBY, Kuat became the birthplace of a new aristocracy as wealthy families placed hereditary claims on the burgeoning starshipwright industry. By 26,000 BBY Kuat had built its own colonization arks and spread its humans to Axum, Tepasi, and Humbarine. In 25,000 BBY Kuat signed on as one of the founding sponsors of the Galactic Republic Charter.

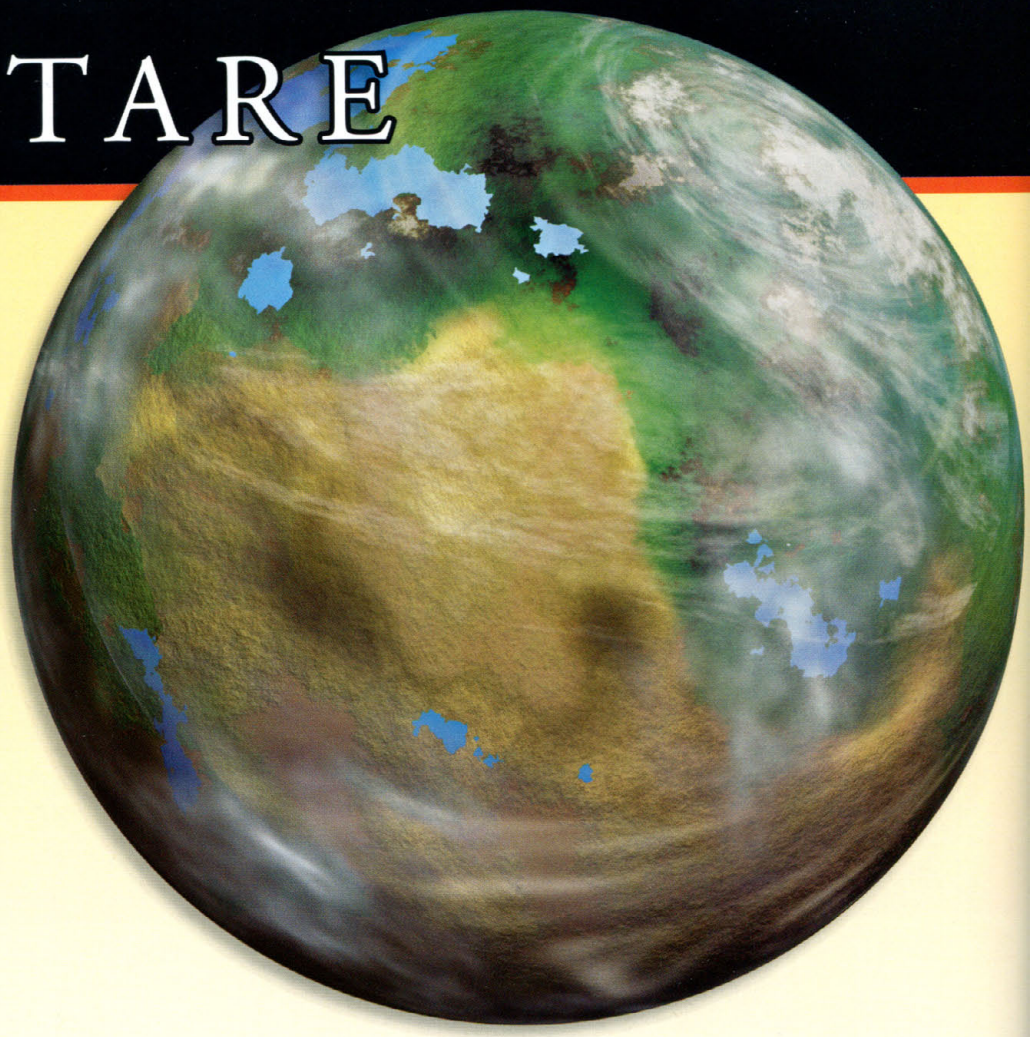
Rule of the planet fell to the Ten, a consortium of the richest merchant families. The Ten terraformed Kuat's surface into terraced parkland and built the orbital rings that would give the system fame. Kuati society stratified into four castes: the elite aristocracy, the wealthy middle class, the native-born working class, and the lowly offworld laborers. These divisions led to peculiar breeding quirks including the telbun—a physically perfect male specimen offered by a merchant family to father the offspring of a female aristocrat, yet possessing none of the rights of the mother.

Kuat remained a loyal Republic world throughout the Clone Wars, producing troopships and other war matériel for the clone army. It made a smooth transition to Imperial rule, experiencing little discord until the corporate head, Kuat of Kuat, attempted to scuttle the shipyards in response to a Rebel incursion around the Battle of Endor.

This demonstration of vulnerability made the shipyards a tempting target for other parties. Crime lord Tyber Zann nearly captured the half-built flagship *Eclipse,* while Warlord Zsinj succeeded in nabbing the Super Star Destroyer *Razor's Kiss.* These holes in Kuat security proved sufficient for the New Republic to capture the Kuat system in 8 ABY. Despite the loss of the senior KDY design staff (who fled to Byss aboard the *Eclipse* during the battle), the New Republic soon had the Kuat yards turning out vessels to bolster Admiral Ackbar's navy.

During the Yuuzhan Vong War business boomed at KDY as the yards hummed with wartime orders. The company suffered a blow to its image when the public learned that Kuati Senator Viqi Shesh—responsible for landing the lucrative government contracts—had been living a double life as an enemy collaborator.

MALASTARE



Grid Location: N-16
Terrain: Deserts, jungles, methane lakes
Diameter: 18,880 km
Length of Day: 26 standard hours
Length of Year: 201 standard days
Population: 2 billion
Sentient Species: Dugs, Gran
Species Mix: Gran (51%), Dugs (44%), humans (4%), other (1%)
Languages: Dug, Gran, Basic
Government: Elected council
Major Exports: Shipping licenses, repulsorlift vehicles
Major Imports: Technology
System/Star: Malastare/Striar

PLANETS	TYPE	MOONS
Saba Reese	Searing rock	1
Lacca	Volcanic rock	1
Malastare	Terrestrial	2
Cogalle	Toxic waterworld	2
Hespry	Ice ball	0
Bingsang	Gas giant	16
Melambo	Gas giant	42
Allmittal	Gas giant	32

Malastare is a high-gravity world that harbors a hodgepodge of environments, from forests to wastelands to steaming pools of methane. Imported fauna thrives here (including prowling packs of nexus and mutated skettos), while the belligerent Dugs are Malastare's sole intelligent native species. The planet is famous as a center of Podracing, having hosted the prestigious Phoebus Memorial Classic before the sport's dissolution (but home to countless illegal races since then).

Malastare became a Republic world in 8000 BBY, as scouts plumbed the southern galactic quadrant searching for analogues to the Perlemian Trade Route. A short but useful route, the Dustig Trace, connected Kath and Demos by way of Malastare, and the Dustig Pocket became a small enclave of civilization in the thicket of Wild Space. The Dustig Trace's absorption into the Hydian Way in 3693 BBY further bolstered Malastare's status as a trading hub.

Gran colonists soon gravitated toward Malastare and within half a millennium had usurped the native Dug to become the planet's dominant species. The two fought several wars, which the Gran inevitably won, making the Dug little more than a slave species. Representation in the Senate came exclusively from Gran politicians, and the Republic's passage of the Gran Protectorate Act circa 1000 BBY forcibly relocated all nonemployed Dugs to the planet's undeveloped western continent. Some Dugs took their frustrations offworld, fighting a series of inconclusive wars against the ZeHethbra.

During the Clone Wars, Malastare's Gran Senators Aks Moe and Ask Aak served as advisers to Supreme Chancellor Palpatine. Their loyalty counted for little after the establishment of the Empire, when Malastare found itself under the jurisdiction of a human planetary governor answering to Eriadu's Moff Wilhuff Tarkin. The Yuuzhan Vong conquered the planet during their advance on the Core, but spared its infrastructure in order to establish an orbital rendezvous for their battleships.

MANDALORE



Grid Location: O-7
Terrain: Jungles, seas, deserts
Diameter: 9,200 km
Length of Day: 19 standard hours
Length of Year: 366 standard days
Population: 4 million
Sentient Species: Humans
Species Mix: Humans (81%), other (19%)
Languages: Mando'a, Basic
Government: Clan leader
Major Exports: Starships, mercenaries
Major Imports: Raw materials
System/Star: Mandalore/Mandalore

PLANETS	TYPE	MOONS
Nog	Searing rock	0
Akaan	Airless rock	2
Tracyn	Volcanic rock	4
Kalevala	Toxic desert	0
Mandalore	Terrestrial	2
Mandallia	Terrestrial	1
Bonagal	Gas giant	34
Shukut	Gas giant	30
Werda	Ice ball	0

For seven millennia, Mandalore has been the prime base for the seminomadic Mandalorian warriors. Though Mandalorian influence has fallen precipitously since its peak in 3660 BBY, the planet is the centerpiece of the Mandalore sector and the surrounding territory that makes up Mandalorian space.

In approximately 7000 BBY, the Taung leader Mandalore the First led his followers from Roon to the new world, which they renamed in his honor (*Manda'yaim* in their own tongue). They tamed the jungles and slaughtered the gargantuan mythosaurs, leaving their skeletons to bleach in the sun. By the time of the Great Sith War in 3996 BBY, the clans—under the leadership of Mandalore the Indomitable—had largely abandoned the planet to conquer far-flung systems. Their crusade intensified over the following decades and soon the Republic reeled under the Mandalorian Wars, which broke out in 3965 BBY. Mandalorian space (with Mandalore's capital of Kedalbe as its governmental center) extended across a majority of the galactic northern quadrant before Mandalore the Ultimate's defeat at the hands of the Jedi Revan in 3960 BBY. Mandalore remained the center of a vastly shrunken kingdom, with many from its clans turning to banditry or mercenary work.

Subsequent Mandalorian history has seen bitter struggles between a dizzying number of factions: warriors trying to honor ancient codes; expansionists seeking to conquer neighboring systems; reformers hoping to join galactic society; and outlaws refusing to acknowledge any law beyond the Mandalorian gun. Mandalore's apex as a militant society arguably came in the centuries after the Ruusan Reformations, but the sector was devastated by Jedi-led Republic troops in the 730s, a disaster that led the so-called New Mandalorians to renounce violence in an effort to save their planet.

For centuries the New Mandalorians were ascendant, opposed only by splinter groups of nomads arguing with one another about who was the proper heir to the old ways. Yet these revanchists would eventually put an end to the New Mandalorians, and make Mandalorian armor once more an emblem of fear in the Outer Rim.

Mandalore's return to its warrior roots couldn't stop its fortunes from taking a downward turn during the Empire's reign, however. Under the rule of an Imperial overseer, the Suprema, Mandalore became a slave trading hub. In 3 ABY, Mandalorian Supercommando Fenn Shysa destroyed the Suprema's base inside the skeletal mythosaur called the City of Bone.

During the Yuuzhan Vong war, Boba Fett attempted to protect the planet by appearing to work with the invaders as a collaborator. Fett and a revived legion of supercommandos then had to protect Mandalore against a Vong counterattack when his true intentions became known. After the Vong's defeat, Fett reluctantly accepted the burden of leading the Mandalorians and tried to reclaim their ancient role as a galactic power.

MIMBAN (CIRCARPOUS V)



Grid Location: O-12
Terrain: Jungle, swamp
Diameter: 7,042 km
Length of Day: 21 standard hours
Length of Year: 334 local days
Population: 1 million
Sentient Species: Mimbanites, Coway
Species Mix: Mimbanites (75%), Coway (22%), humans (3%)
Languages: Mimbanite, Coway, Basic
Government: None
Major Exports: Dolovite
Major Imports: Foodstuffs, industrial equipment
System/Star: Circarpous/Circarpous Major

PLANETS	TYPE	MOONS
Circarpous I	Scorched ball	0
Circarpous II	Hostile hothouse	1
Circarpous III	Terrestrial	2
Circarpous IV	Terrestrial	1
Circarpous V	Terrestrial	0
Circarpous VI	Gas giant	8
Circarpous VII	Gas giant	17
Circarpous VIII	Gas giant	22
Circarpous IX	Barren rock	0
Circarpous X	Ice ball	0
Circarpous XI	Gas giant	6
Circarpous XII	Ice ball	1
Circarpous XIII	Barren rock	0
Circarpous XIV	Gas giant	11

The Circarpous system is a busy place: Circarpous IV—often known to outsiders simply as Circarpous—is a hectic metropolis that serves as one of the Expansion Region's financial hubs. Circarpous III is an industrial world primarily dedicated to refining ore from the extensive mining operations on Circarpous X and XII. The fifth moon of Circarpous XIV, meanwhile, is a played-out mine with extensive volcanic activity that keeps the moon far warmer than would be expected from a globe on the frozen outskirts of a star system. For years the Rebel Alliance maintained a secret base there, which served as a nexus for underground movements on Circarpous III and IV.

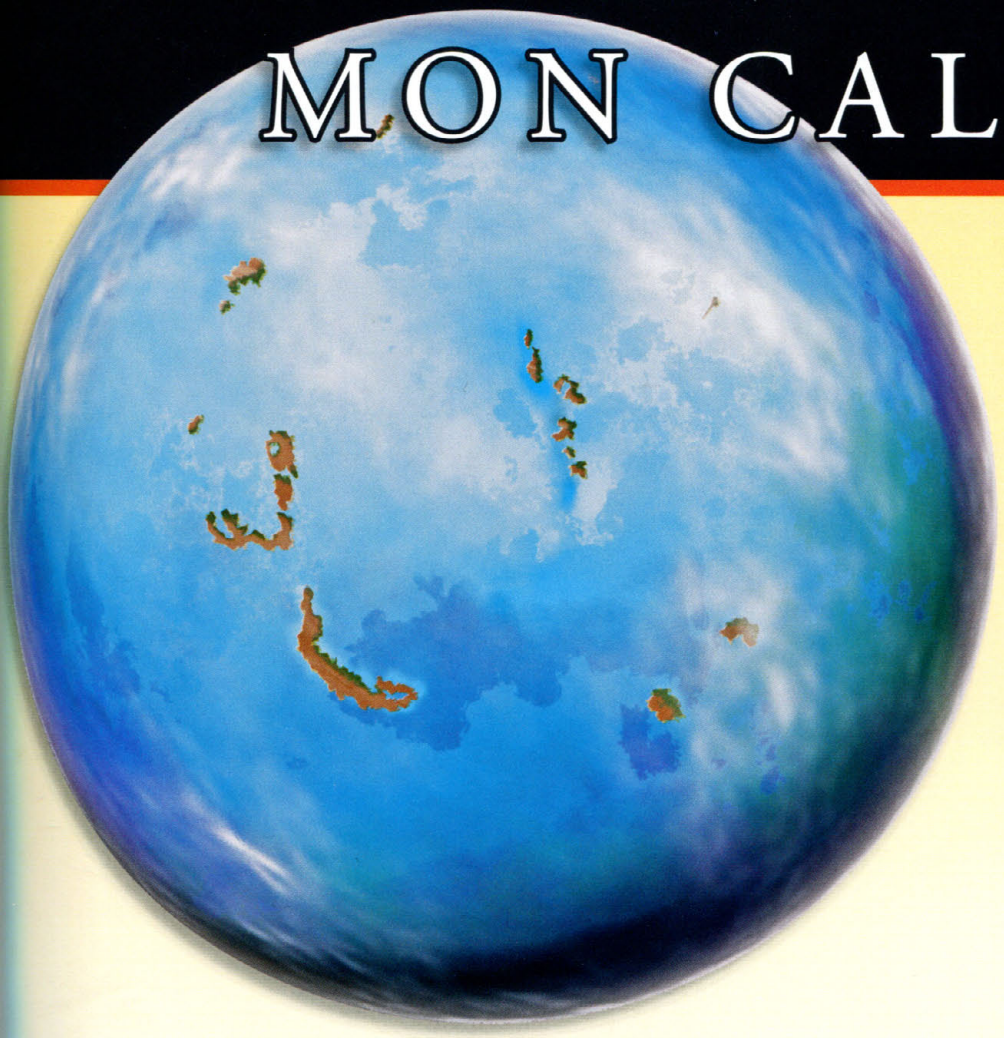
Circarpous V, known insystem as Mimban, is a foggy swamp world never thoroughly explored by Circarpous's human population, who wanted to leave the planet's indigenous populations to develop in peace. The Empire had other ideas, however, particularly after passing probots discovered the chemical signature of dolovite ore in meteor craters on Mimban.

Without informing the Circarpousians, the Empire established five mining towns on Mimban, populating them with a mixture of contract laborers and criminals working off sentences. Opting for speed over all else, the Empire tore into Mimban's crust with energy drills, heedless of the radioactive particles the big drills left in their wind shadow.

Mimban has at least two indigenous species. The Mimbanites, disparagingly called "greenies," have been ruined by alcohol, which they beg from miners in the Empire's towns. The Coway, their distant relatives, live underground and regard outsiders with ill-concealed loathing. Shrines and ruins dotting Mimban's jungles hint at other cultures now vanished.

Shortly after the Battle of Yavin, Leia Organa and Luke Skywalker traveled to Circarpous IV for a meeting with the planet's lenders, who'd tentatively agreed to fund the Alliance. An engine malfunction forced the siblings to divert to Mimban, where they discovered the Empire's clandestine operation and had to escape Darth Vader himself to tell of their findings on Circarpous IV. The outraged Circarpousians opened a covert flow of credits to the Rebels, assistance that proved critical to the Alliance's attempts to retrench in bases across the galaxy.

MON CALAMARI



Grid Location: U-6
Terrain: Oceans, reefs
Diameter: 11,030 km
Length of Day: 21 standard hours
Length of Year: 398 local days
Population: 27 billion
Sentient Species: Mon Calamari, Quarren
Species Mix: Quarren (60%), Mon Calamari (39%), other (1%)
Languages: Mon Calamarian, Quarrenese, Basic
Government: Representative council
Major Exports: Seafood, high tech, starships, weapons
Major Imports: Foodstuffs, medicine, technology
System/Star: Calamari/Daca

PLANETS	TYPE	MOONS
Mol Luxu	Rocky planetoid	0
Mon Calamari	Terrestrial	1
Iceberg One	Icy planetoid	1
Iceberg Two	Ice ball	0
Mon Eron	Terraformed terrestrial	2
Sep Elopon	Ringed gas giant	32
Iceberg Three	Captured comet	0
Iceberg Four	Frozen chunk	0

From space, the placid blue of Mon Calamari is an oasis of oceanic calm, yet the planet has a history of remarkable turmoil. Even its name is in dispute. Official star logs list it as Mon Calamari, while its natives prefer to call it Dac.

Its seas roil with life, from vast algal swards to schools of razor-toothed krakanas. While the planet is known for its two intelligent species—the goggle-eyed Mon Calamari and the tentacle-faced Quarren—in truth it boasts several more, including the cetacean whaladons and the hive-minded jellies known as moappa. Only island chains break the surface of the shallow oceans, with most of the 27.5 billion inhabitants living in floating megalopolises (Coral City, Foamwander) or pressurized bases on the seafloor (Aquarius, Coral Depths).

The planet's troubles date back to prehistory, when the Mon Calamari and Quarren civilizations arose from the surf. The Mon Cals established a reputation as amiable consensus builders, while the Quarren filled the role of paranoid recluses. Though the two species inhabited dissimilar ecological niches—Mon Cals near the water's surface, Quarren in the depths—the two inevitably collided in armed conflict.

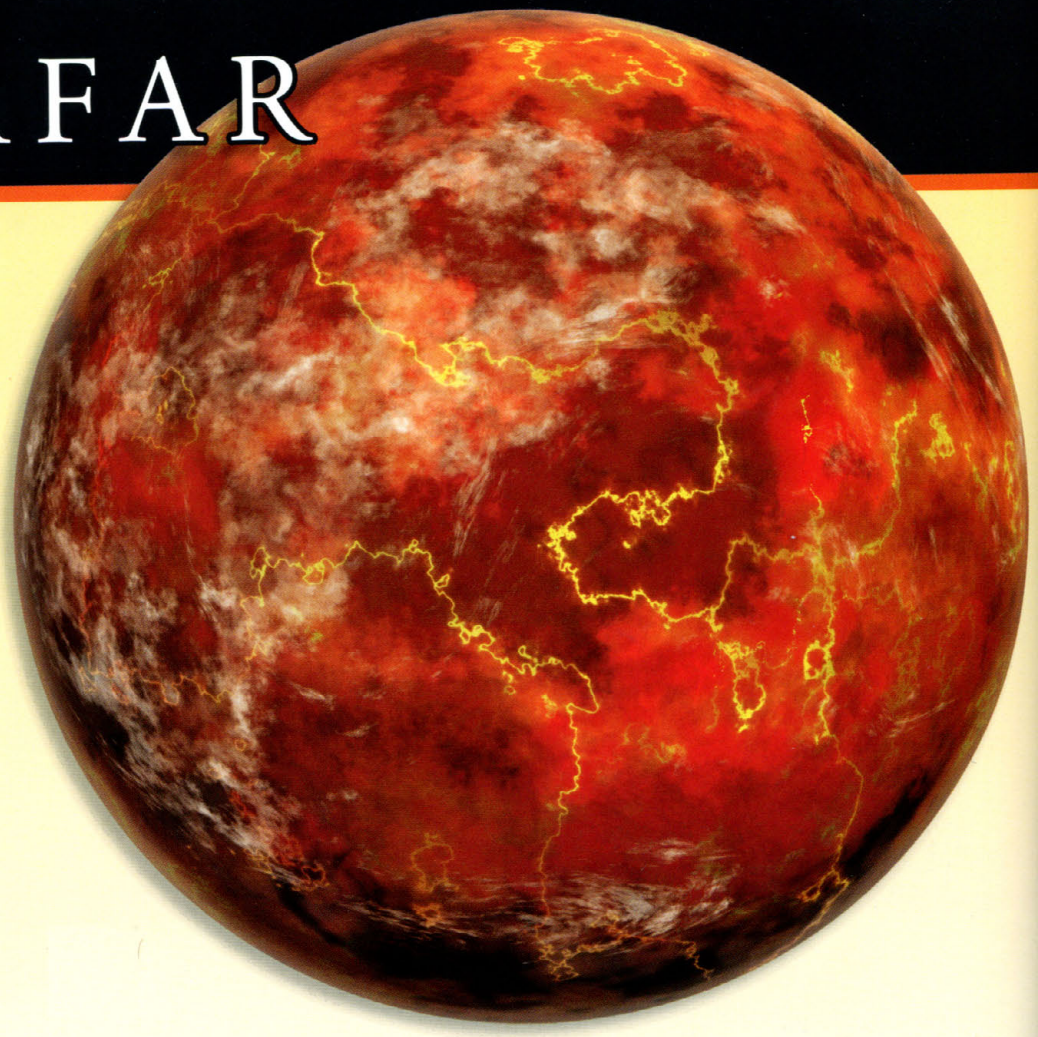
Resentful segregation took the place of combat following first contact with the Republic in 4166 BBY (though civil war has occasionally flared up since). During the Clone Wars, the galactic dynamic of Republic versus Separatists provided an excuse for Mon Calamari to split along its own factional lines, with the Calamarian Council supporting Coruscant and the Quarren Isolation League pledging its allegiance to Count Dooku.

After the rise of the Empire, Mon Calamari became an Imperial possession. With both Mon Cals and Quarren doomed to live out their lives as Imperial slaves, a resistance movement took shape—eventually driving the Empire out of Mon Calamari Space entirely. The Mon Cals (and their top commander, Admiral Ackbar) began supporting the Alliance, even leading some to label them the soul of the Rebellion.

The Quarren feared that the Mon Cal's latest round of activism would bring further ruin to their planet. They found their fears proven correct in 10 ABY, when the World Devastators of the resurrected Emperor obliterated several floating cities, killing millions. One year later Imperial Admiral Daala destroyed another city with a Star Destroyer bombardment.

The recovering planet has since remained off the galactic stage, except for its role as temporary capital of the Galactic Federation of Free Alliances during the Yuuzhan Vong War. The seas long ago swallowed all outward signs of battle damage, and Mon Calamari's cerulean sphere remains as inviting today as it was at the time of its discovery more than 150 generations ago.

MUSTAFAR



Grid Location: L-19
Terrain: Mountains, volcanoes, caves
Diameter: 4,200 km
Length of Day: 36 standard hours
Length of Year: 412 standard days
Population: 20,000
Sentient Species: Mustafarians
Species Mix: Mustafarians (95%), Skakoans (3%), other (2%)
Language: Mustafarian
Government: Corporate
Major Exports: Processed ores
Major Imports: Foodstuffs, water, technology
System/Star: Mustafar/Priate

PLANETS	TYPE	MOONS
Schada	Scorched rock	0
Jestefad	Gas giant	0
Mustafar	Wasteland	0
Lefrani	Gas giant	0
Rietta	Gas giant	2

Mustafar, world of fire, is famous as the site where Darth Vader—formerly the Jedi hero Anakin Skywalker—suffered the injuries that transformed him into an armored cyborg.

Located on the Rimma offshoot known as the Tosste Spur, Mustafar once orbited the gas giant Jestefad and had a surface vital and green. The Jedi Order established a training center there circa 5300 BBY, in the thick of what was then Wild Space. Master Chu-Don Gar served among the academy's luminaries, and his mastery of the Force ran so deep he could alter the molecular structure of matter.

An attack by the Sith in 3996 BBY transformed Mustafar. The gas giant Lefrani, tugged out of its orbit by a dark side weapon, entered into a gravitational détente with Jestefad, with Mustafar caught in the middle. Immense tidal stresses roiled the world's molten core, inundating the crust with lava and flame. All surface life died, leaving Mustafar to the lava fleas, jawenko beasts, and insectile humanoids that lived underground. The Mustafarians who now ruled the hellish orb separated by breed: the spindly northern Mustafarians gravitated toward the upper pole, while the squat southern variety remained near the equatorial magma seams.

The Techno Union claimed Mustafar in 300 BBY, recognizing an opportunity to collect rare ores in liquid form without constructing deep-bore mines. Processing plants sprang up near the lava rivers, with droids and native Mustafarians scooping minerals from the top of the melt with buckets. During the Clone Wars, Darth Sidious hired the bounty hunter Cad Bane to kidnap Force-sensitive children and take them to a secret facility on Mustafar, where Sidious hoped to surgically alter the children to create a corps of Force-using spies.

Anakin Skywalker and Ahsoka Tano discovered the plan and the facility was destroyed, but Sidious didn't forget the molten world. In 19 BBY he relocated the Separatist Council to Mustafar for their ostensible safety, only to unleash Darth Vader on their hiding place. Vader left no survivors, then clashed with Obi-Wan Kenobi in a lightsaber duel that left Vader crippled and near death.

Now a possession of the Empire, Mustafar became one of many resource-rich worlds deeded to the Mining Guild. It saw renewed conflict after the Battle of Yavin, when a Force manifestation drew adventurers to the world to fight a localized dark side disturbance.

MYGEETO



Grid Location: K-5
Terrain: Crystals, mountains, crevasses
Diameter: 10,088 km
Length of Day: 12 standard hours
Length of Year: 167 standard days
Population: Historic: 19 million; current: none (unknown number of Mygeetans)
Sentient Species: Historic: Muuns, Mygeetans
Species Mix: Historic: Muun (96%), other (4%), unknown percentage of Mygeetans
Languages: Muun, Basic
Government: Historic: Corporate; Current: None
Major Exports: Crystals
Major Imports: Foodstuffs, technology
System/Star: Mygeeto/Malola

PLANETS	TYPE	MOONS
Reerez	Airless rock	8
Pergoomi	Airless rock	5
Mygeeto	Frozen	2
Zuborte Ma	Asteroid field	—
Itzeho	Ice ball	0

The crystal planet of Mygeeto is a chunk of solid wealth. Its crust, composed almost entirely of crystals, forms a jagged lattice that has lured the greedy since the world's discovery in 6740 BBY.

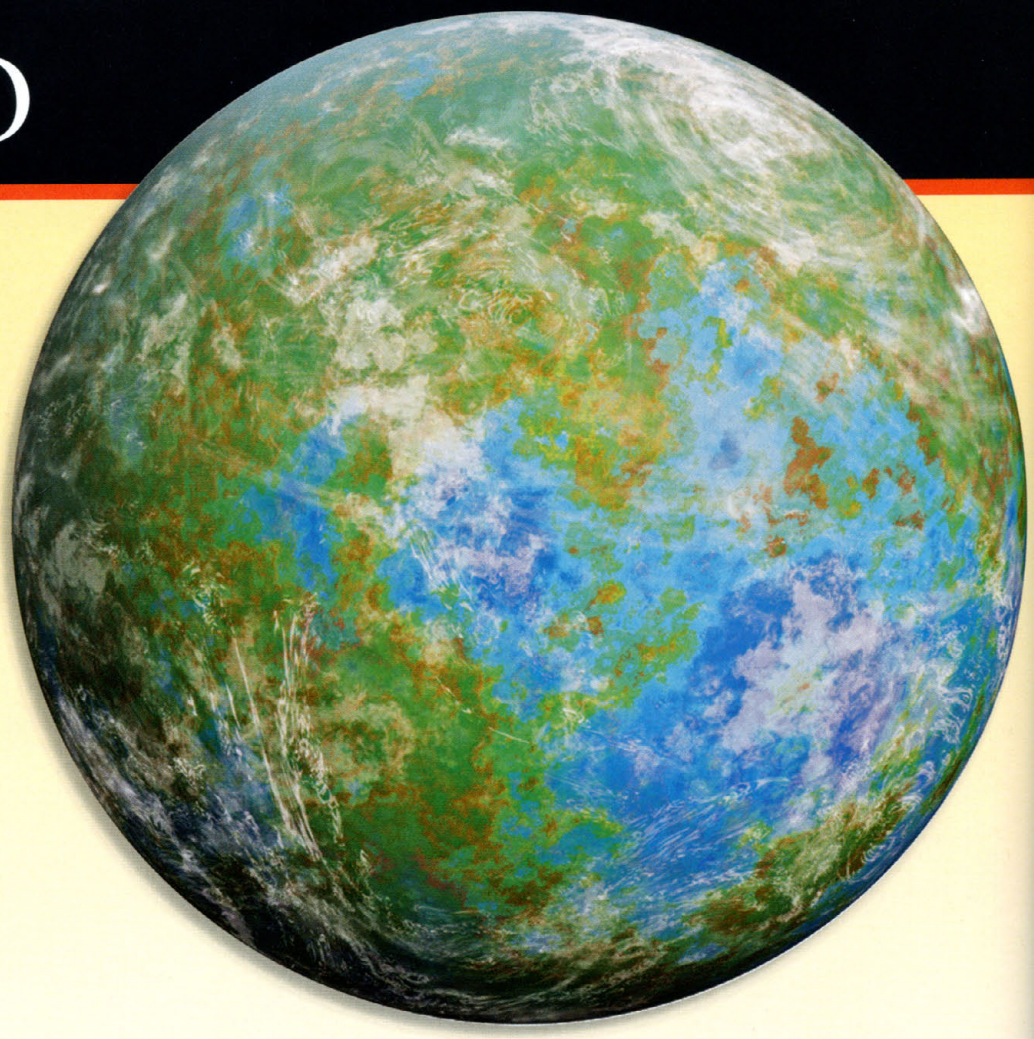
Given the bitter air and blowing snow, it's easy to mistake Mygeeto's towers for translucent columns of ice. But these crystalline structures, which come in sizes never seen on other worlds, belong to some of the galaxy's most valued varieties, including artesian, nova, and relacite. Smugglers staked the first claim to Mygeeto, ushering in centuries of Hutt control, with periodic possession by the Neimoidians.

The Muuns of the InterGalactic Banking Clan eventually locked up Mygeeto, securing their claim in the Senate and defending the planet with a battleship blockade. The Muuns also logged the name Mygeeto, a word that means "gem" in their trade tongue. The Muuns built high-tech towers for millions of Muun mineralogists and money counters, forcing the planet's coiling whiteworms and timid, furry natives into unseen hollows amid the crystal monoliths.

By the time of the Clone Wars, Mygeeto had become the InterGalactic Banking Clan's second most valuable possession (after the IBC's headquarters of Muunilinst). The Republic invaded Mygeeto during the Outer Rim Sieges, blanketing the bleached landscape with ash from torpedo bombardments and fuel fires. Jedi Master Ki-Adi-Mundi led the clone troopers of the Galactic Marines against the Separatist defenses, but lost his life when his men executed Order 66. Simultaneously, the troopers of the 501st Legion secured a Separatist power generator—developed under the code name Hammertong—which would become a component of the first Death Star.

Mygeeto later became a currency reserve for the Empire, save for a brief, doomed seizure by the Rebel Alliance in 3 ABY. Apart from the military forces needed to keep it safe, Mygeeto remained uncolonized.

NABOO



Grid Location: O-17
Terrain: Mountains, plains, swamps
Diameter: 12,120 km
Length of Day: 26 standard hours
Length of Year: 312 standard days
Population: 4.5 billion
Sentient Species: Humans, Gungans
Species Mix: Gungans (72%), Humans (27%), other (1%)
Languages: Basic, Gungan
Government: Democracy
Major Exports: Grains, works of art
Major Imports: Technology, processed foods
System/Star: Naboo/Naboo

PLANETS	TYPE	MOONS
Moth	Searing rock	0
Erep	Searing rock	1
Naboo	Terrestrial	3
Widow	Barren rock	1
Storm	Gas giant	32
TFP-9	Space station	0

Naboo, in the heart of the Mid Rim's Chommell sector, was the site of a pivotal battle to shape galactic rule, as well as the homeworld of such diverse personages as Emperor Palpatine and Jar Jar Binks.

The planet is a world of peculiar geology. It lacks a molten core, instead possessing a honeycombed interior surging with luminous locap plasma. Wide, shallow seas (the domain of sando aqua monsters and other giants) and soggy swamps separate flat plains of nola grass and scattered points of elevation, including the Gallo Mountains.

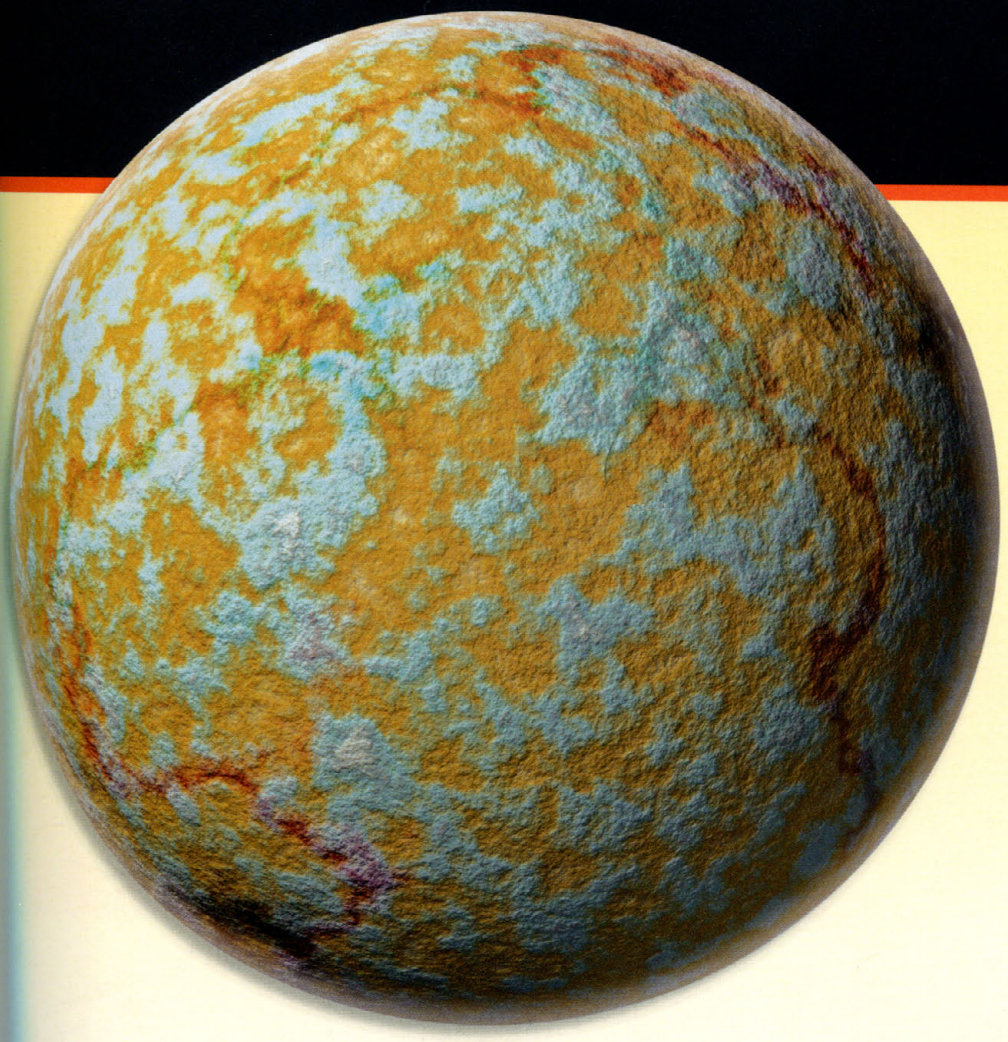
The amphibious Gungans evolved on Naboo, creating a tribal, militaristic society to defend against bursa, a species of semi-sentient quadrupeds. The Gungans are also believed to have clashed with Naboo's first colonists—mysterious visitors who vacated the world more than five millennia ago and left only stone statues to mark their passing.

Humans arrived next, aboard a trio of colony ships from Grizmallt. After some initial hostility, the humans and Gungans entered an uneasy truce, with the Gungans retreating to their underwater bubble cities and the newcomers (thereafter known as the Naboo) colonizing the green continental hearts. Though separated by geography, the two societies had their own internal wars—a clash between Gungan bosses in 3000 BBY led to the establishment of the ruling city of Otoh Gunga, while Naboo's "Time of Suffering" circa 1000–800 BBY ended with the inauguration of the planetary capital, Theed.

The planet governed its own affairs with an elected monarch, and spoke for the Chommell sector with a representative to the Galactic Senate. In 32 BBY Queen Padmé Amidala (who succeeded King Veruna) and Senator Palpatine held the respective positions. Palpatine, in his guise as the Sith Lord Darth Sidious, arranged for a Trade Federation blockade and invasion of Naboo. The Jedi quelled the threat, but the incident vaulted Palpatine to the office of Supreme Chancellor, allowing him to orchestrate the Clone Wars and the rise of the Empire.

Amidala became Naboo's Senator in 24 BBY, with the throne filled by Queen Jamillia, then Queen Apailana. Suspected of harboring Jedi fugitives after the Clone Wars, Apailana became a martyr for the local resistance when the 501st Stormtrooper Legion assassinated her. Naboo also housed Emperor Palpatine's private retreat, and Amidala's former chief of security, Panaka, became Moff of the Chommell sector. But underground resistance to the Empire remained lively, and the planet erupted in celebration following the news of Palpatine's death.

NAGI



Grid Location: N/A
Terrain: Mountains, wastes
Diameter: 11,000 km
Length of Day: 23 local hours
Length of Year: 299 local days
Population: 48 million
Sentient Species: Nagai
Species Mix: Nagai (92%), other (8%)
Language: Nagaian
Government: Clans (occupied)
Major Exports: Raw materials
Major Imports: Technology, foodstuffs
System/Star: Nagi/Nagi Prime

PLANETS	TYPE	MOONS
Hol Simo	Gas giant	2
T'var'k	Hothouse world	1
Luum Ava	Barren rock	2
Nagi	Terrestrial	1
Hol Kinto	Gas giant	5

Nagi, the home of the ruthless Nagai, is located in a dense star cluster on the edge of the satellite galaxy known as Companion Besh. It's a world of vertiginous mountains and seemingly endless wastes, of bitter winds and sudden, ferocious storms that cause vegetation to erupt from its sandy soil within hours. Life on Nagi clusters around oases, including the eerily beautiful Nagai cities of wire and crystal.

The Nagai physiology clearly indicates they have some kinship with humans, but exactly how they came to Companion Besh is unknown. Some anthropologists have postulated that the Nagai are an offshoot of the Chiss, but neither species' history or even legends offer a clue.

The Nagai were just experimenting with faster-than-light travel when one of their scout ships was spotted by a privateer flying the colors of the Tofs, a brutal species of humanoid giants from Companion Besh. The Tofs followed the Nagai ship back to its origin and soon arrived in force, pillaging the planet.

The Nagai fought a desperate guerrilla war against the Tofs and their slave species on Nagi while dispatching scouts to the stars of Companion Besh and the great galaxy—known to them as the Skyriver—that blazed in Nagi's skies. After centuries of struggle, they allied themselves with other refugees of the Tof conquests, most notably the shipbuilding Faruun and the war-like Maccabree. With a Faruun fleet, Maccabree muscle, and the aid of a mysterious cyborg from Skyriver named Lumiya, the Nagai devised a desperate plan: They would wait until both sides of the Galactic Civil War were exhausted, then carve out an empire among the worlds of the Skyriver. From that new empire, they would then return to Companion Besh in force and destroy the Tofs.

The Nagai invaded the Skyriver soon after the Battle of Endor and won several early battles against the forces of the Alliance, who were taken aback by these cruel, elegant warriors. But the Nagai were followed by the Tofs, who were delighted at the idea of an entire new galaxy to pillage. The Nagai reluctantly allied themselves with the Alliance and Mandalorians under Fenn Shysa's command. The Tofs were defeated at Saijo. Some Nagai adopted Saijo as their new homeworld, but most remained committed to freeing their native planet.

NAL HUTTA



Grid Location: S-12
Terrain: Swamps, forest
Diameter: 12,150 km
Length of Day: 87 standard hours
Length of Year: 413 local days
Population: 7 billion
Sentient Species: Hutts, Vippits, Evocii
Species Mix: Hutts (43%), humans (29%), Vippits (15%), various (14%)
Language: Huttese
Government: Clan council
Major Exports: Tourism, contraband
Major Imports: Foodstuffs, high technology, luxury goods
System/Star: Y'Toub/Y'Toub

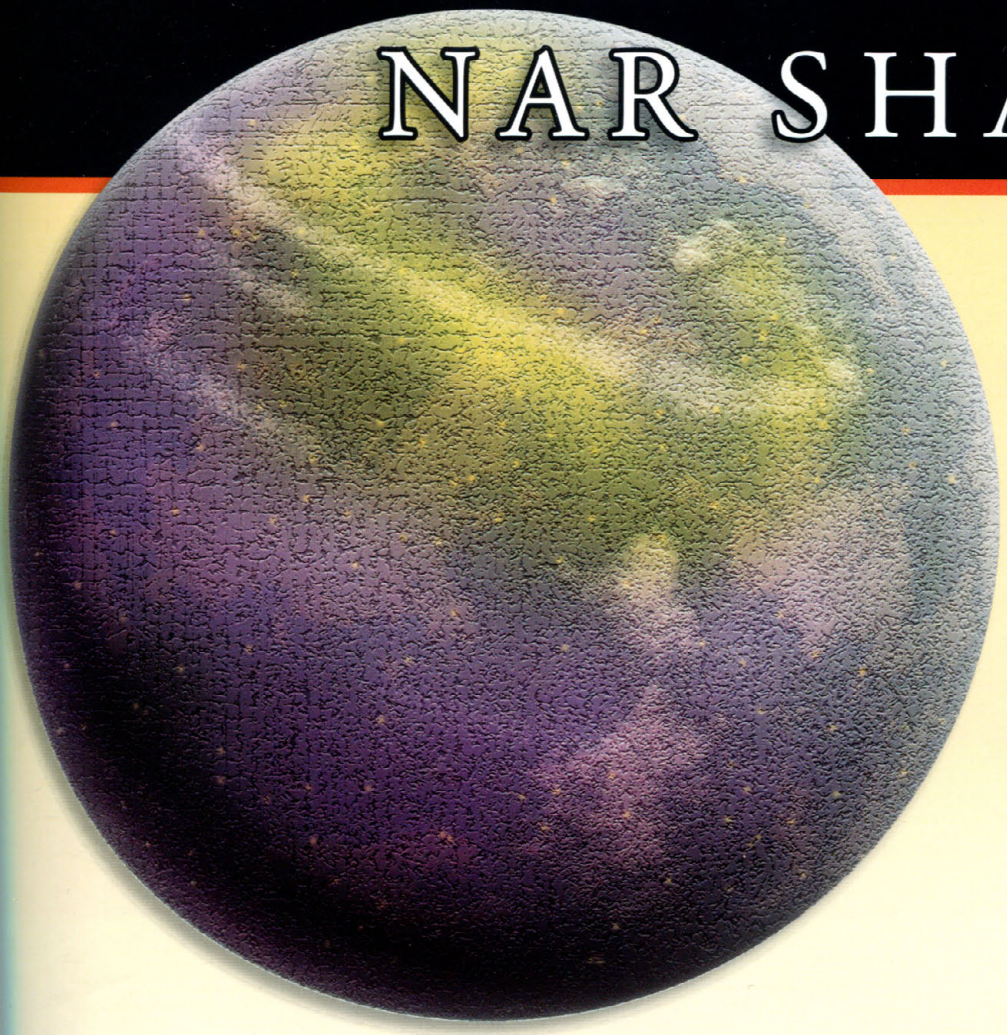
PLANETS	TYPE	MOONS
Esyam	Molten rock	0
Nal Koska	Terrestrial	2
Nal Hutta	Terrestrial	5
Nal Yeshu	Terrestrial	2
Kiskua	Gas giant	18
Nar Hekka	Frozen rock	0

Fifteen millennia ago the dominant Hutt clans fled the ruin of Varl for Evocar, a temperate world in the Y'Toub system. A scattering of Hutts had settled Evocar centuries before but left the planet in the hands of its natives, the peaceful humanoid Evocii. Now, through legal cunning and brute force, the Hutts and their Vippit servants disenfranchised and exiled the Evocii, then leveled Evocar's rain forests to make stagnant swamps. When their work was done, the Hutts renamed their prize Nal Hutta—"glorious jewel" in Huttese.

Nal Hutta is home to the Hutt Grand Council, and every kajidic of note maintains estates there—vast, gloomy tracts of swampland dotted with grandiose palaces within which the Hutts scheme and plot against one another. Traditionally, only Huttese may be spoken on Nal Hutta, but in practice the sheer number of Hutt slaves, servants, and sycophants makes such a prohibition impossible. Nonetheless, no non-Hutt ever feels entirely comfortable on Nal Hutta's dank surface.

Nal Hutta sits at the nexus of three trade routes. The *Ootmian Pabol* wends its way coreward, past lesser Hutt worlds such as Nar Hekka and Du Hutta to Kwenn Space Station and the Mid Rim. (Its eventual terminus is Gyndine, in the Expansion Region.) The *Shag Pabol* leads rimward, passing kajidic holdings and the famed Hutt slave markets on Rorak on its way to a string of slave worlds. It exits Hutt Space at Outland Transit Station in the Baxel sector, one of many Imperial sectors dominated by the Hutts. Finally, the *Pabol Hutta* runs across the length of Hutt Space. Few charts detail the space lanes between Sleheyron and Varl: Spacers' tales tell of world after world despoiled by the Hutts eons ago, vast tracts of space where nothing remains alive. But cantina talk also may turn to the Bootana Hutta, home to the unimaginably lush and opulent throneworlds where the kajidics stockpile their finest treasures and safeguard their deepest secrets.

NAR SHADDAA



Grid Location: S-12
Terrain: Urban
Diameter: 4,750 km
Length of Day: 87 standard hours
Length of Year: 413 local days
Population: 85 billion
Sentient Species: Evocii
Species Mix: Various (79%), humans (20%), other (1%)
Languages: Huttese, Basic
Government: Organized crime
Major Exports: Contraband, technology, weapons, spice, slaves
Major Imports: Contraband, foodstuffs, medicine, technology, slaves
System/Star: Y'Toub/Y'Toub

Nal Shaddaa, the largest of Nal Hutta's moons, was originally deeded over to the Evocii. But as trade between Nal Hutta and the rest of the galaxy boomed, the Hutts used legal trickery to confiscate the Evocii's holdings. The Evocii were used as cheap labor as Nar Shaddaa sprouted refueling spires reaching to orbit and its surface vanished beneath layer upon layer of docking towers, landing bays, cargo warehouses, and trading plazas. Within centuries Nar Shaddaa was a blaze of light in the skies of Nal Hutta, evidence of the Hutts' wealth and power.

With the sundering of the original *Ootmian Pabol,* legitimate investors left Nar Shaddaa, replaced by smugglers, slavers, spice-jackers, gun runners, and assorted riffraff. Now known as the Smugglers' Moon, Nar Shaddaa became infamous as a place where the only laws are the business end of a blaster and fear of the Hutts. The wise descend only as far into Nar Shaddaa's maze of towers as their business demands; in its lower levels lair the desperate, the forgotten, and the last mutated descendents of the luckless Evocii.

Nal Hutta and Nar Shaddaa were devastated by the Yuuzhan Vong. Bioweapons destroyed most of the inhabitants and disintegrated the worlds' technology, after which the Vong began reshaping both worlds to their liking. But the Hutt worlds proved resilient, with Vong vegetation and fauna failing to thrive. Similar effects were seen on many worlds in Hutt Space, leading New Republic scientists to wonder if the Hutts had terraforming technology of their own—and smugglers to joke that once a place had been lived in by Hutts, nobody else could stand it. In the decades after the Vong invasion, the Hutts reclaimed both worlds as their own.

NEIMOIDIA



Grid Location: M-10
Terrain: Desert
Diameter: 10,830 km
Length of Day: 29 standard hours
Length of Year: 221 standard days
Population: 400 million
Sentient Species: Neimoidians
Species Mix: Neimoidians (95%), Duros (5%)
Language: Pak Pak (Neimoidian)
Government: Corporate
Major Exports: Foodstuffs, medicine, botanicals
Major Imports: Technology
System/Star: Neimoidia/Nen

PLANETS	TYPE	MOONS
Deel	Molten rock	0
Moonan	Toxic rock	2
Neimoidia	Terrestrial	1
Saak Sooin	Asteroid belt	—
Partainu	Gas giant	22

Founded as a daughter world of Duro, Neimoidia evolved its own culture and lifestyle, until one day when the Neimoidians suddenly wanted to change it all back.

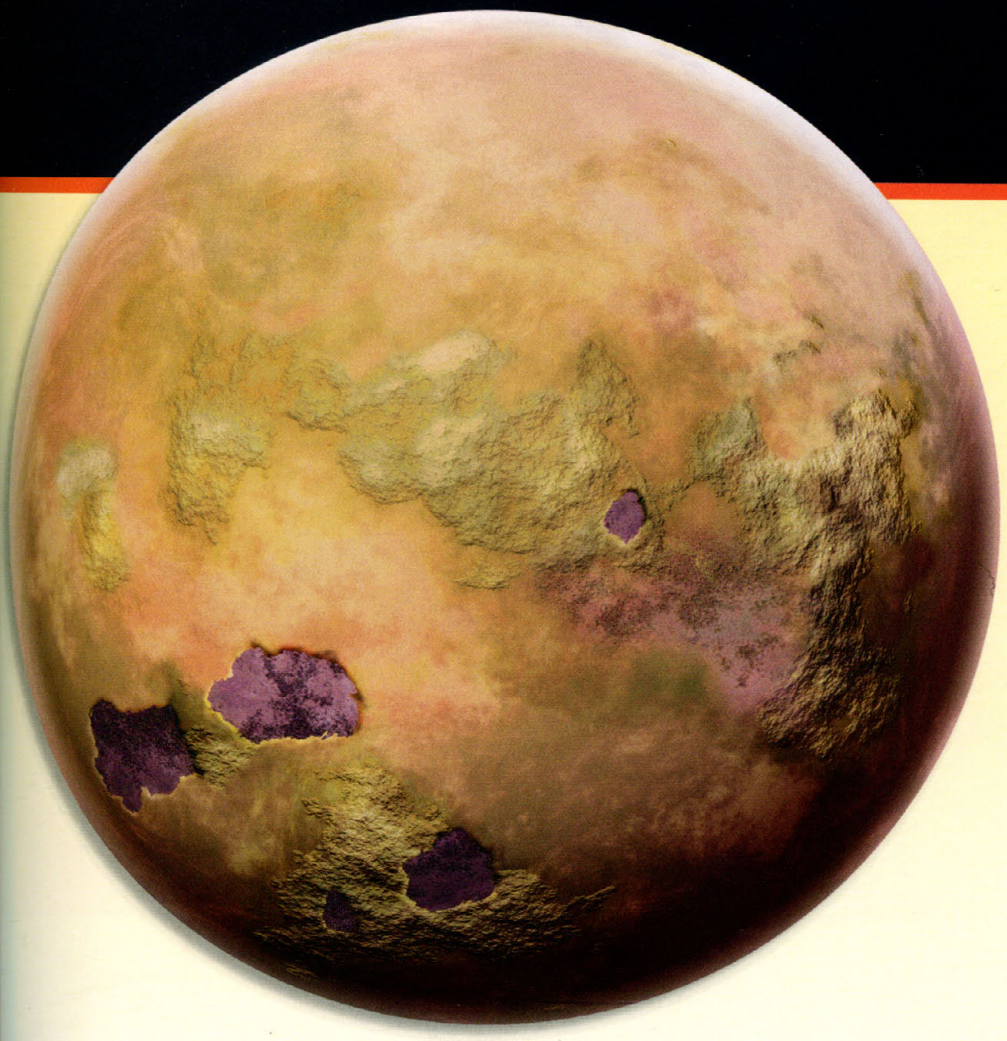
Founded circa 25,000 BBY, Neimoidia was one of the earliest Duros colonies, benefiting from the head start the Duros had earned by reconstructing the Rakatan hyperdrive. The planet's steamy humidity proved unpleasant for its settlers, who soon launched their own wave of colonization. The resulting "purse worlds" of Koru Neimoidia, Deko Neimoidia, and Cato Neimoidia answered to the trade monarch on Neimoidia, but their influence on interstellar commerce soon outstripped that of their parent world. Left behind on the galactic stage, the planet took to calling itself Pure Neimoidia to distinguish itself from its spin-offs.

Over the millennia, Neimoidia became known as a dull place of grub-hatcheries and automated farms, to be avoided by the ambitious at all costs. Its hothouse jungles, crawling with brainworm rot and freighter-sized harvester beetles, slowly became regimented plots of li fungus and manax trees. Agricultural exports lifted off hourly from the capital city of Koto-Si.

By 15,000 BBY the Duros on Neimoidia had diverged enough from baseline stock to be considered a distinct species. The Neimoidians continued to pursue interstellar trade, while the Duros distinguished themselves in the fields of navigation and exploration. In 350 BBY the Neimoidians spearheaded the creation of the Trade Federation to regulate commerce in the Rim systems—enriching the planet beyond its deepest dreams.

But the Trade Federation's involvement in the Battle of Naboo backfired. Stung by that debacle, the Neimoidians suffered further humiliation after finding themselves on the losing side of the Clone Wars. Following the death of Viceroy Nute Gunray on Mustafar, the Empire dismantled the Trade Federation. Brought to their lowest point in history, many disgraced Neimoidians chose to cloak themselves as Duros in the hope that they could escape the stigma attached to two-time losers.

NUBIA



Grid Location: M-11
Terrain: Plains, mountains, urban
Diameter: 10,490 km
Length of Day: 29 standard hours
Length of Year: 289 local days
Population: 1.2 billion
Sentient Species: Humans
Species Mix: Humans (92%), other (8%)
Language: Basic
Government: Democracy
Major Exports: Starship parts, foodstuffs, ore
Major Imports: Low-tech items
System/Star: Nubus/Nubus

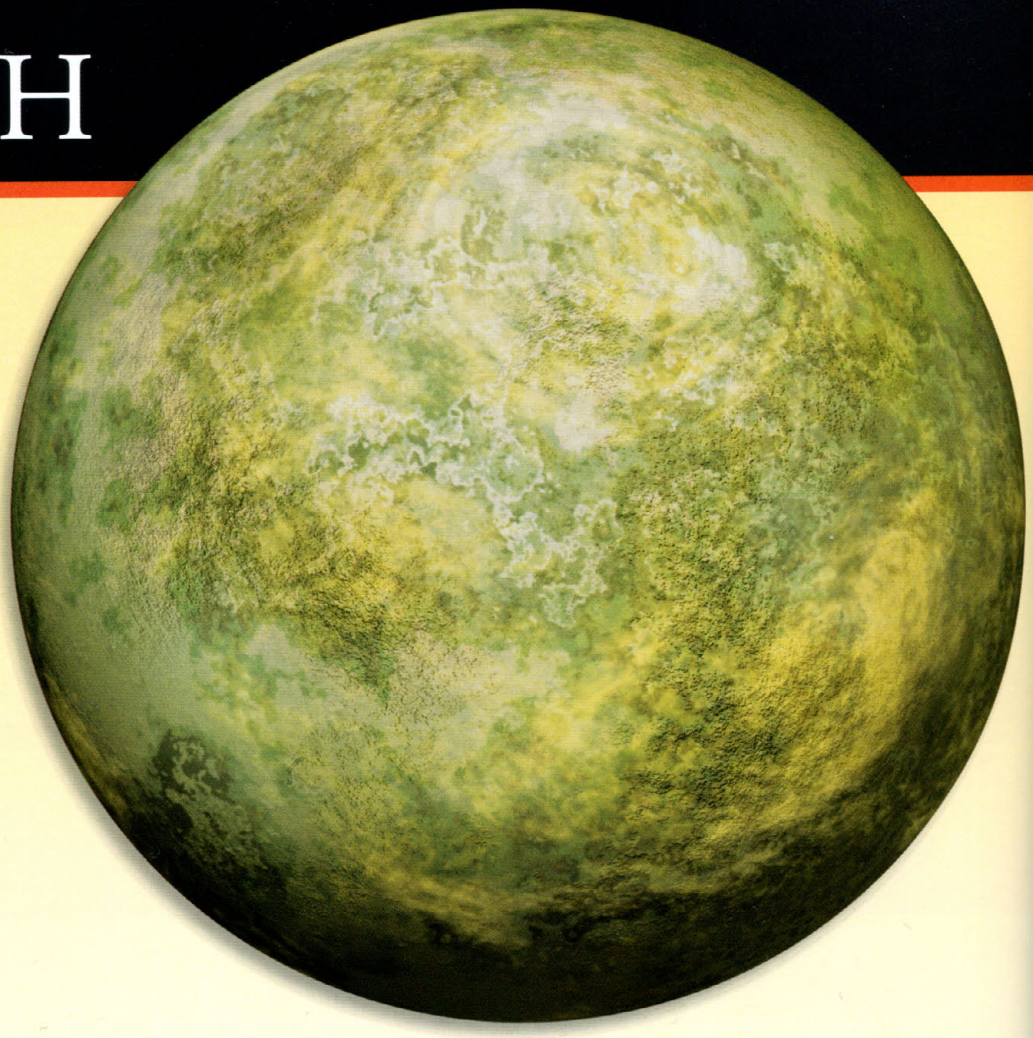
PLANETS	TYPE	MOONS
Traxal 1	Searing rock	0
Traxal 2	Searing rock	0
Nubia	Terrestrial	1
Nimbia	Gas giant	8
Nothar	Frozen rock	2

An outlying world of the Corellian sector, Nubia has long walked a middle path between Corellian flamboyance and the stuffier, formal culture of much of the Core. Nubians take pride in twenty-two millennia of relative peace and prosperity, but they're fairly quiet about it. And above all else, they work: The planet has been an agricultural power for eons, its mantle continues to yield deposits of bronzium and other ores, and four significant corporations—Industrial Automaton, PharmCorp, Nubia Star Drives, and TradeCo—call Nubia home.

Through galactic history, Nubia has generally sided with the Corellians, though that reflects Corellia's economic importance to its neighbor and not any particular philosophical agreement. Within the sector Nubians have traditionally been voices of reason, seeking to moderate Corellian rhetoric and keep the sector engaged with the rest of the galaxy.

As the Rebellion began to spread, the Empire declared martial law on Nubia, seizing its grain production and ensuring that Nubia's powerful ion engines stayed out of Alliance hands. The resulting economic hardship created considerable resentment, but the New Republic failed to capitalize on such an opportunity, standing idle during a bloody and exhausting purge of Imperials and Imperial sympathizers on the planet. (Ironically, the New Republic has long blamed both the purge and the inaction on overzealous Corellian Rebels.) Nubia allied itself with Corellia during the Corellia–Coruscant conflict.

N'ZOTH



Grid Location: K-10
Terrain: Dry plains, deserts
Diameter: 9,500 km
Length of Day: 28 standard hours
Length of Year: 354 standard days
Population: Historic: 700 million; current: 7,000
Sentient Species: Yevetha
Species Mix: Yevethan (100%)
Language: Yevethan
Government: Caste
Major Exports: None
Major Imports: None
System/Star: N'zoth/C'rel

PLANETS	TYPE	MOONS
K'zar	Searing rock	0
T'grel	Searing rock	0
V'rof	Volcanic rock	1
G'hol	Terrestrial	1
N'zoth	Terrestrial	3
M'buh	Barren rock	4
—	Asteroid belt	—
D'pur	Gas giant	14
F'tang	Frozen rock	0

A hard, bitter world, N'zoth spawned a species that proudly waged genocide against its neighbors. It is fitting that the planet's own death was both brutal and swift.

Located to the west of Coruscant in the Farlax sector, N'zoth and the other planets in the Koornacht Cluster weren't explored by the Republic until recent centuries due to the hardship of blazing the Metellos Trade Route. Technically the Farlax sector is part of the Core Worlds region, but no true Core Worlder considers its planets anything but backward bush sites in the thick of the Negs.

The bone-clawed Yevetha evolved on N'zoth, and a pitiless caste system arose with them. Without unquestioned obedience to one's superiors, the Yevetha could never stay vigilant against the siringana and other desert predators; without systematic executions of weaklings, the Yevetha felt they could not maintain the purity of their bloodline.

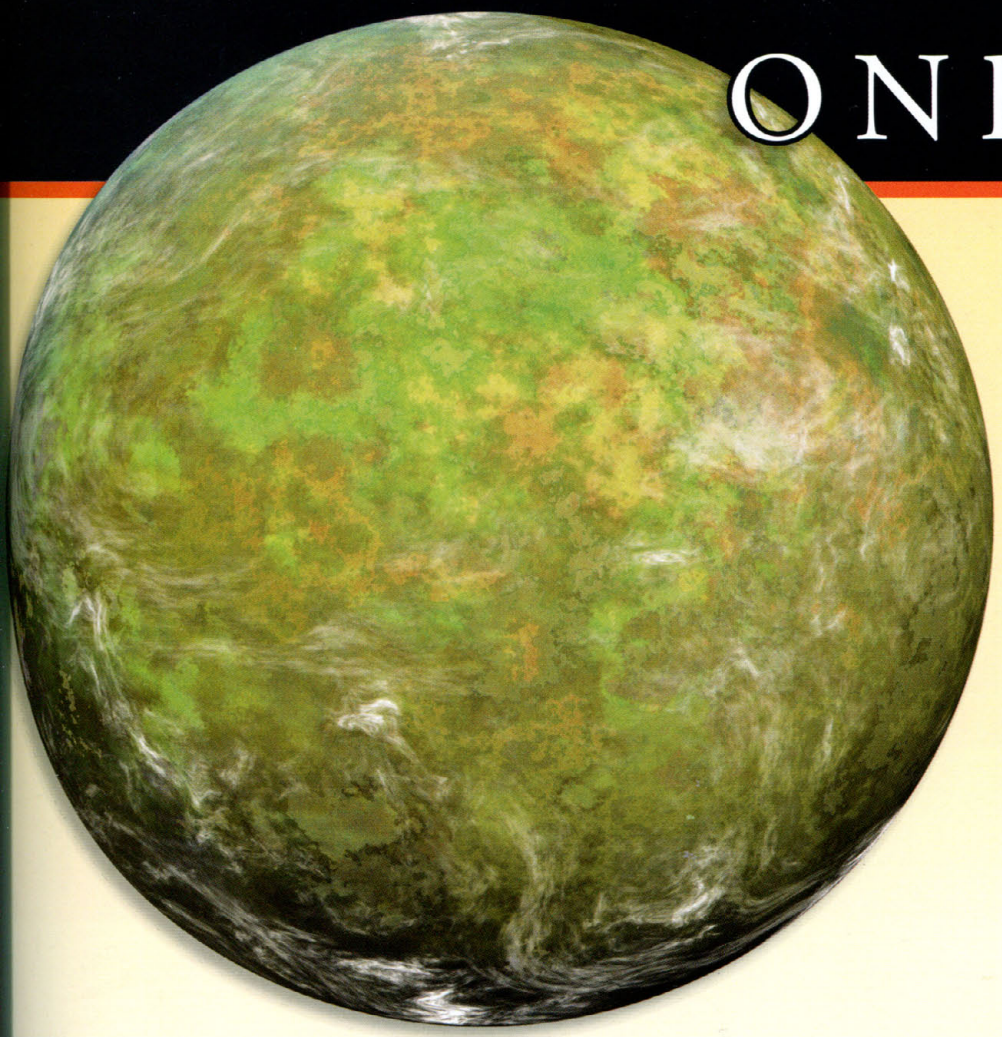
The bright stars of the Koornacht Cluster blotted everything else from N'zoth's night sky, and the Yevetha long believed that they were the only intelligent species in creation. In time, Yevethan solid-fuel thrustships lifted off from the launch pads at Hariz, spreading the species throughout the cluster and encountering other, inferior beings.

In Giat Nor, capital city of the thirteen Yevethan planets of the Duskhan League, plans for the extermination of Koornacht's "vermin" went unfulfilled when the Empire arrived. The Imperial Navy built its secret Black 15 shipyards in orbit around N'zoth and enslaved the Yevetha as dockworkers. They rebelled eight months after the Battle of Endor, seizing the Star Destroyers for their own.

In 16 ABY Yevethan Viceroy Nil Spaar finally launched his Great Purge, attacking all non-Yevethan colonies in the cluster. The New Republic's Fifth Fleet smashed the Yevethan military in the conflict known as the Black Fleet Crisis. An angry and broken N'zoth simmered under the New Republic's jurisdiction for a decade.

In 28 ABY the Yuuzhan Vong invaded the Koornacht Cluster. The Yuuzhan Vong and the Yevetha stood matched in their xenophobia and aggression, but the invaders' military vastly outclassed that of their disarmed opponents. N'zoth fell in hours, and it is estimated that fewer than ten thousand Yevetha still exist in the galaxy.

ONDERON



Grid Location: O-9
Terrain: Jungles, plains, mountains
Diameter: 15,190 km
Length of Day: 28 standard hours
Length of Year: 405 local days
Population: 4 million
Sentient Species: Humans
Species Mix: Humans (92%), other (8%)
Language: Basic
Government: Monarchy
Major Exports: None
Major Imports: High tech
System/Star: Japrael/Prael

PLANETS	TYPE	MOONS
Bara	Scorched ball	1
Onderon	Terrestrial	4
Fillata	Poisoned atmosphere	3
Morvolo	Ice ball	4
Mulchoop	Gas giant	31
Caloma	Gas giant	27
Twing	Gas giant	22
Overt	Gas giant	9

Onderon is a wild world, feared for its jungles and the savage, toothy beasts that nest there. Its inhabitants have a similarly alarming reputation. For most Core Worlders, a single look at the walled city of Iziz is sufficient evidence for them to dismiss the Onderonians as barbarians.

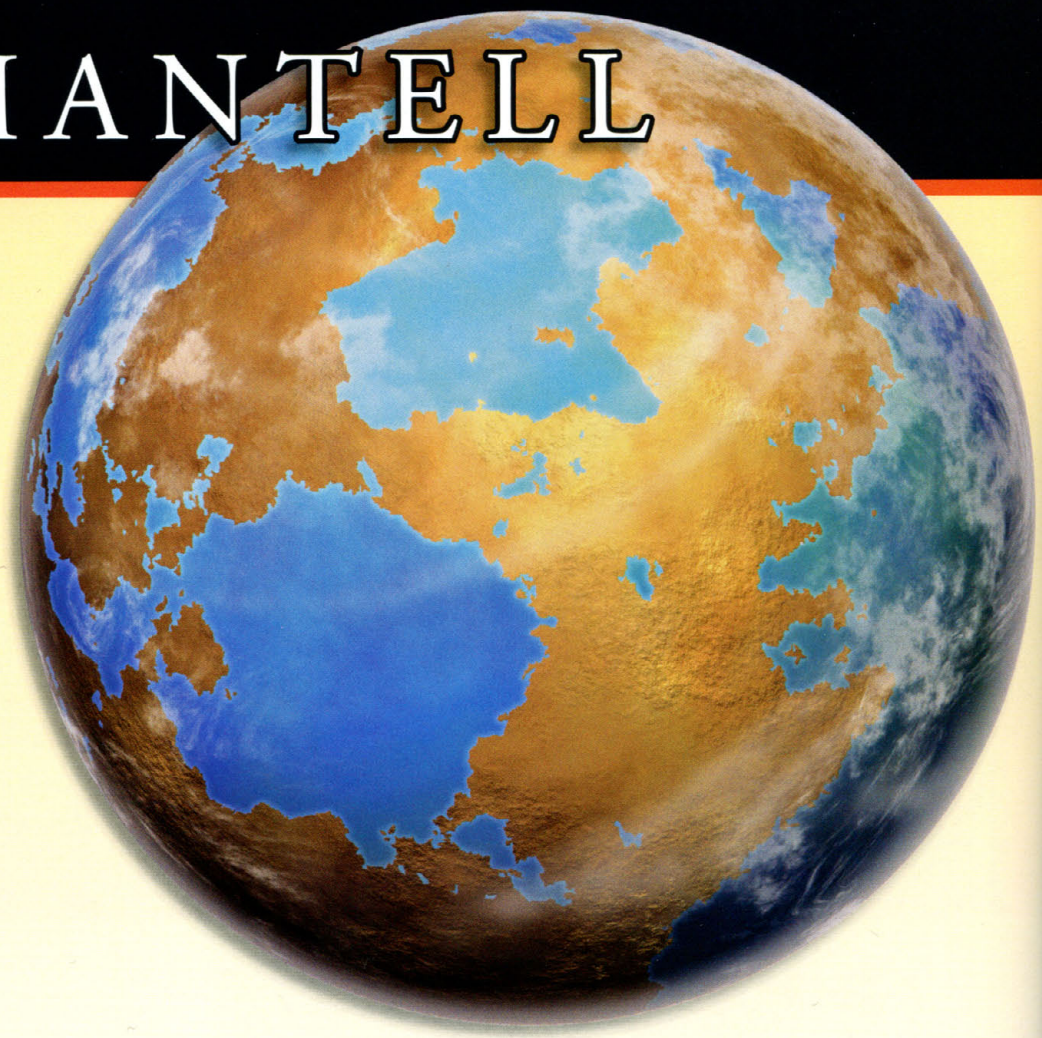
The planet's pervasive tangle of greenery is haunted by a stunning array of alpha predators, many of which can also be found on the orbiting "demon moon" of Dxun. Bomas, cannoks, and mighty zakkegs prowl the dark thickets, while leathery-winged skreevs and drexls wheel through the skies.

Sometime between 5200 and 4600 BBY humans arrived on Onderon aboard an unknown colony ship. The monsters that howled from the jungles couldn't be shot fast enough, and their numbers grew larger every year when Dxun passed close enough to create an atmosphere bridge connecting moon and planet. The harried colonists survived by banding together, expanding the site of their first encampment over the centuries into the colossal fortification of Iziz. Criminals who defied the law of Iziz found themselves cast into the outer wilderness. Those who could tame the creatures established a renegade society of beast-riders.

In 4400 BBY Sith disciple Freedon Nadd came to Onderon and made himself a king, infecting the royal lineage with his dark side teachings. His followers, the Naddists, helped trigger succession wars in 4000 and 3998 BBY, while numerous hopefuls attempted to steal the energies of Nadd's tomb on Dxun. The Mandalorians attacked Onderon during the Sith War, and fifty years later the Sith Civil War saw Onderon swept up in infighting between Queen Talia's loyalists and a rogue faction answering to General Vaklu.

Iziz is still the only large settlement on Onderon, though its current footprint covers a good chunk of a continent. Onderon's wildlife has declined in recent centuries due to overhunting (and an outbreak of mange), and it is now safe to venture outside of Iziz's walls and onto the cleared plains. There the Unifras religion has erected a string of holy shrines that attract offworld visitors, but pilgrims are warned never to penetrate the tree line. It is still considered a quick way to get eaten.

ORD MANTELL



Grid Location: L-7
Terrain: Plains, mesas, cities
Diameter: 14,050 km
Length of Day: 26 standard hours
Length of Year: 394 local days
Population: 4 billion
Sentient Species: Varied
Species Mix: Thousands of small populations
Language: Basic
Government: Governorship
Major Exports: Manufactured goods
Major Imports: Foodstuffs, raw materials
System/Star: Bright Jewel/Bright Jewel

PLANETS	TYPE	MOONS
Repta	Irradiated ball	0
Ord Mantell	Terrestrial	15
Cairns	Terrestrial	2
Su Exposs	Gas giant	22
Quatin	Gas giant	40
Hota	Gas giant	18

As its name indicates, Ord Mantell is one of countless Ordnance/Regional Depots used as outposts during the middle period of Republic expansion. Its population is clustered on the arid equatorial continents amid low mesas and flat plains. Coastal cities, including the capital Worlport, are glittering baubles that entice visitors to drop their money at casino tables. The urban outskirts are far less glamorous, with junkyards that stretch for hundreds of kilometers and strip mines that gush oily smoke.

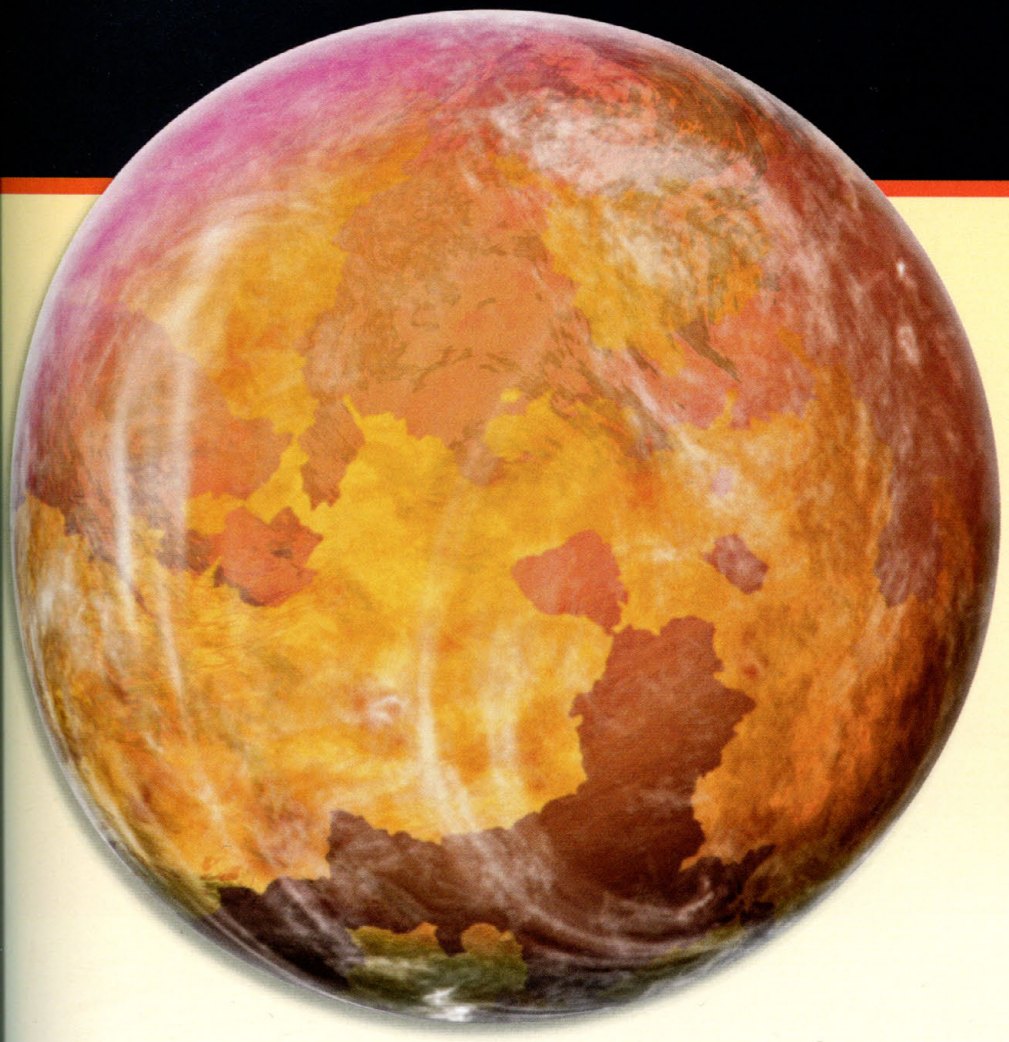
The planet is home to one "semi-sentient" native species, savrips, which have been made famous as a piece used in dejarik holo-chess. Ord Mantell's non-native population comprises a true melting pot, with Rodians, Rybets, Devaronians, Arconans, humans, and a thousand other species intermingling, and no group numbering more than 5 percent of the population. Among the many attractions that draw offworlders is the Blockade Runners' Derby, an annual race through the comet cloud at the periphery of the star system.

When the Republic first established the O/RD outpost (circa 12,000 BBY) during the Pius Dea Crusades, Ord Mantell sat isolated in the Wild Space of the northern quadrant, reachable only via a tortuous network of frontier trails. After 3700 BBY it became a trading hub for bold traders striking out west from the Hydian Way. Smugglers and black marketeers took root, fostering a lawlessness that tinges Ord Mantell's culture to this day. In pushing for colonization of the New Territories, the Republic spent countless credits trying to build worlds such as Cassander, Nentan, and Ketaris into trading rivals, but its efforts only seemed to increase Ord Mantell's prominence in the new region.

Due to its history, Ord Mantell is the capital of the Bright Jewel sector. Highly placed government officials in Worlport enjoy bribes and kickbacks that ensure they turn a blind eye to the planet's illicit goings-on. During the reign of the Emperor, the Bright Jewel sector became the hub of the Bright Jewel Oversector, a vast swath of territory extending all the way to Yavin.

Ord Mantell's anything-goes attitude gives it the appearance of neutrality. Few battles have ever been fought in its orbit or on its soil. Notable exceptions include a raid by Grand Admiral Thrawn (who intended the strike merely as a distraction from moves elsewhere) and an attack by the Yuuzhan Vong. The latter assault destroyed much of Ord Mantell's new orbital station, the Jubilee Wheel, but the planet quickly rebounded. It continues to thrive, for its residents believe that strife creates opportunity.

OSSUS



Grid Location: R-6
Terrain: Hills, mountains, gorges
Diameter: 29,000 km
Length of Day: 31 standard hours
Length of Year: 299 local days
Population: 250 million
Sentient Species: Humans (Ysanna)
Species Mix: Humans (85%), other (15%)
Languages: Basic, Classical Ossan, Ysannan
Government: Tribal council
Major Exports: None
Major Imports: High tech
System/Star: Adega/Adega Prime and Adega Besh

PLANETS	TYPE	MOONS
Kassa	Searing rock	0
Tarassi	Barren rock	1
Ossus	Terrestrial	2
Colsassa	Gas giant	11
Missarassa	Ice ball	7

The Jedi world of Ossus is the planet most closely associated with that ancient Order. Though the Jedi tradition is believed to have originated on Tython in the Deep Core, proto–Jedi Knights had already established a learning center on Ossus when Republic scouts first ventured up the Perlemian circa 25,000 BBY. The line running from Coruscant to Ossus defined the shape of the early Republic, and the Jedi defended the growing Core civilization from the Hutts, the Tionese, and other Rimward threats.

Ossus has always been a curiosity. Tucked among the stars of the Cron Cluster, the planet orbits the twin Adegan stars in a highly unusual figure-eight orbit. Its surface, originally overgrown with evergreens amid massive, moss-slicked rocky slabs, nurtured the Jedi Order with a biosphere rich in the Force. The Jedi constructed lasting facilities, including the Knossa spaceport—where crystal-topped obelisks focused the light of the twin moons in a dazzling display—and the repository of scrolls, holocrons, and antique lightsabers known as the Great Jedi Library.

The end of Ossus's golden age came in 3996 BBY, when Sith forces triggered the explosion of the Cron Cluster. The supernova shock wave wiped the planet's surface clean; only a few Jedi families sheltered beneath the Eocho Mountains survived the extinction-level event. The Jedi Order relocated to Coruscant, and Ossus slowly crept back to life over thousands of years. The descendants of the bunker dwellers became the tribalistic Ysanna, and the Cron Cluster became the Cron Drift—its creeping hyperspace shadow making passage to the world nearly impossible.

Luke Skywalker made contact with the Ysanna in 10 ABY, discovering many lost treasures to help him in his quest to rebuild the Jedi Order. Following the Yuuzhan Vong War, Skywalker reestablished Ossus as a center of Jedi learning. The planet grew in importance over the next century as the testing ground for the Ossus Project, a terraforming program intended to revive worlds devastated during the Yuuzhan Vong invasion.

RAKATA PRIME (LEHON)



Grid Location: G-11
Terrain: Oceans, tropical islands
Diameter: 9,120 km
Length of Day: 18 standard hours
Length of Year: 278 local days
Population: Modern: none; historic: 11 billion
Sentient Species: Modern: none; historic: Rakata
Species Mix: Historic: Rakata (90%); other slave species (10%)
Language: Rakatan
Government: Historic: priestly council
Major Exports: Historic: warships, technology, manufactured goods
Major Imports: Historic: slaves, treasure offered in tribute
System/Star: Lehon/Abo

PLANETS	TYPE	MOONS
Iwar	Searing rock	0
Meldina	Volcanic rock	0
Taxiode	Toxic rock	0
Lehon	Terrestrial	2
Desten	Airless rock	5
Geraps Sule	Gas giant	11
Verla Klest	Gas giant	9
Ding Briar	Gas giant	18

The vanished Rakata held an almost unimaginable influence over galactic affairs in the pre-Republic era. But today, from a remove of nearly thirty thousand years, the Rakatan homeworld of Lehon shows little trace of one of the galaxy's great civilizations.

Located in a stellar-poor stretch of space known as the Tempered Wastes, the small globe of Lehon wears an azure surface speckled with tiny islands and meandering archipelagoes. Hot sand and crashing waves mark every kilometer of coastline, and variant breeds of foreign animals—including rancors and acklays—prowl amid the scrub trees and beach grass. Lehon is otherwise unpopulated.

Tens of millennia in the past, however, Lehon stood tall with its technological temples and living monuments to the glory of the Rakatan Infinite Empire. In close orbit overhead loomed the Star Forge, a manufacturing satellite capable of near-infinite output. Slave species (including humans) toiled in the streets and plazas as the Rakata extended their footprint across primitive Coruscant and other worlds in the Core.

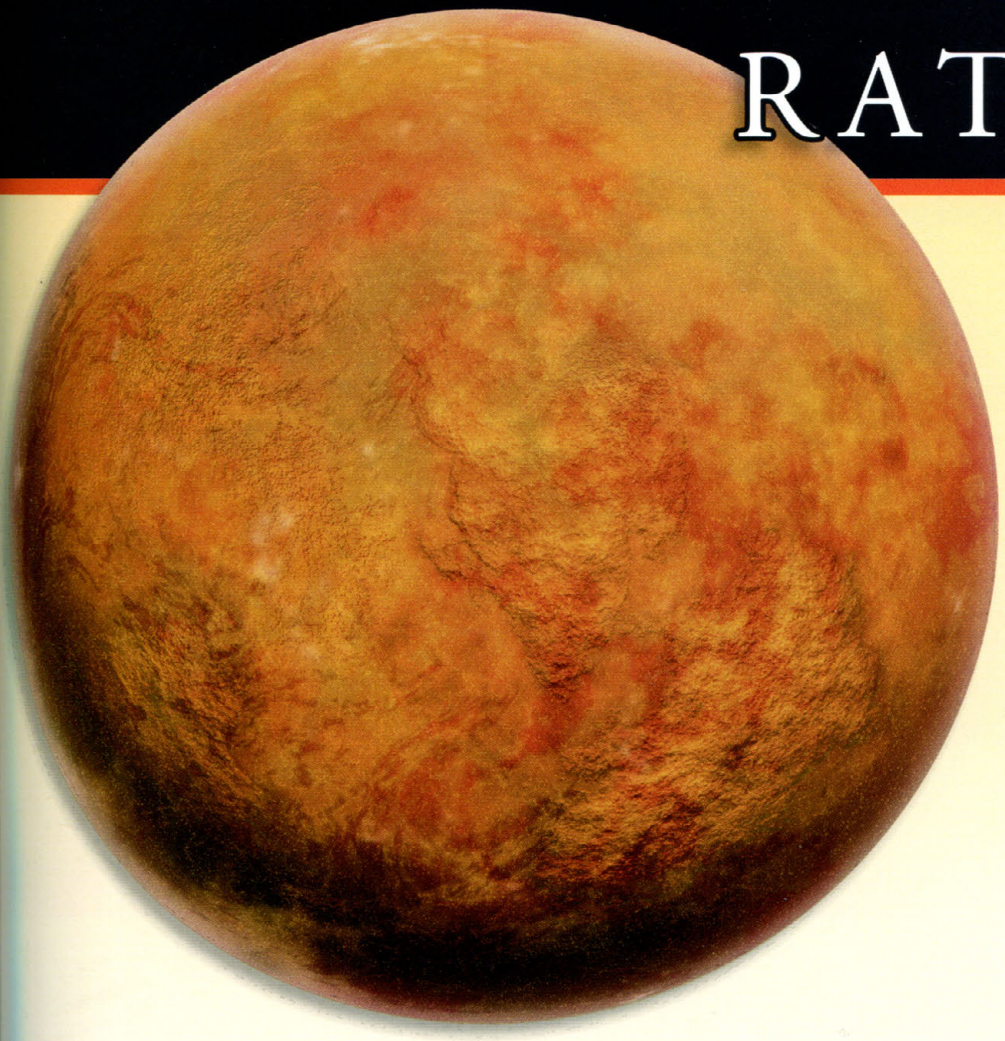
A civil war among the Rakata, coupled with a plague that left them unable to work their Force-operated machinery, presaged the kingdom's collapse. With Lehon the only world remaining in the empire, the remaining factions launched a war of sterilization. The priestly caste fled underground, leaving scattered warlords to fight over the irradiated surface. This status quo persisted for millennia. Meanwhile, a disruptor field projected by the Star Forge interfered with the control systems of curious ships that flew too close. Lehon soon became the resting place of hundreds of foreign vessels that had launched from the Republic or the Unknown Regions.

In 3959 BBY Darth Revan came to Lehon and powered up the Star Forge to build a private armada. This event triggered the Second Sith War, and a reformed Revan ended the threat in 3956 BBY by leading Republic forces to Lehon and destroying the Star Forge.

The Republic subsequently claimed Lehon as a wartime conquest. It stationed a small orbital garrison on the system's fringe, but never gave the surviving Rakata representation in the Republic Senate. The world remained classified until approximately 1100 BBY, when the Republic's dark age collapsed governmental structures.

By then it was too late. The first anthropologists to mount an expedition to Lehon discovered that the Rakata had seemingly perished. And after Darth Bane looted the Temple of the Ancients in 1000 BBY, few secrets remained to be discovered on quiet Lehon.

RATTATAK



Grid Location: H-16
Terrain: Mountains, canyons, deserts
Diameter: 15,710 km
Length of Day: 35 standard hours
Length of Year: 578 local days
Population: 900 million
Sentient Species: Rattataki
Species Mix: Rattataki (70%), other (30%)
Language: Rattataki
Government: Warring federated tribes
Major Exports: None
Major Imports: Mercenaries, weapons
System/Star: Guter Wade/Rek

PLANETS	TYPE	MOONS
Nach	Scorched rock	1
Zoge Ver	Sulfuric rock	6
Uden Fen	Asteroid belt	—
Renenen	Poisoned rock	2
Rattatak	Terrestrial	3
Nettani	Toxic swamp	1
Hettig	Gas giant	45
Sanzen	Gas giant	14
Geribun	Gas giant	54

The drumbeat of war and the rattle of bones are the aural accompaniment to existence on Rattatak, an Unknown Regions world where life spans are short and happiness is fleeting.

Rattatak is distinguished by square-walled canyons and dry gullies; its red rocks evoke the hue of spilled blood. The chalk-skinned Rattataki are believed to be the descendants of a forgotten Republic expedition, while the rest of the planet's population seems to be drawn from hundreds of Unknown Regions worlds. Mercenaries often come to Rattatak and are forced to make it their home when its ruined infrastructure fails to provide offworld passage. Animal life has been hunted nearly into extinction, though a few hungry alpha predators still feed on corpses in the outer wastelands.

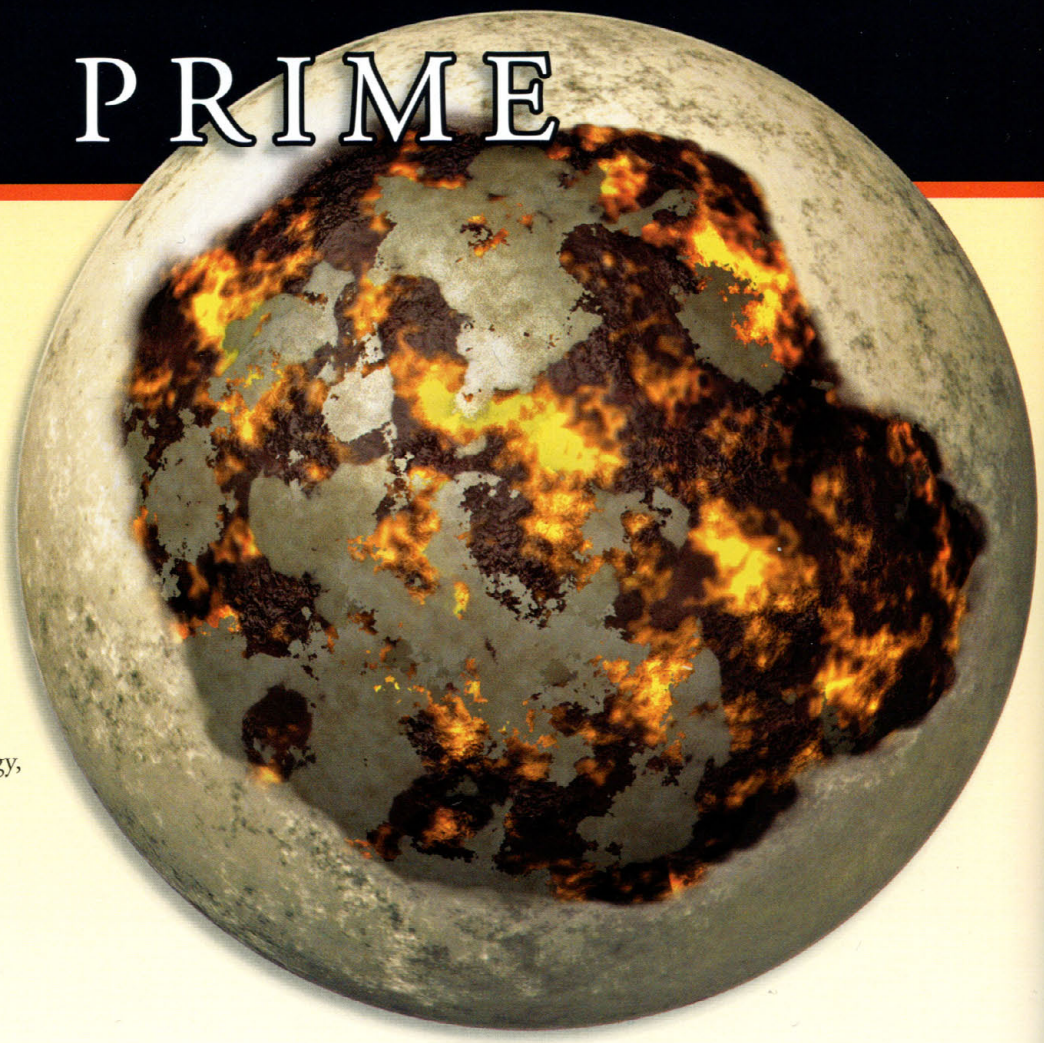
Conditions are too harsh on Rattatak to sustain widespread agriculture. The planet's population has been dying off for centuries. As the grim pace accelerated, a war over resources exploded between Rattatak's six major federated tribes and countless small syndicates. But the relative backwardness of Rattatak technology restricted their armies to the use of blasters, blades, and bombs. An ebb-and-surge cycle of worldwide wars ground on for generations.

A crafty Rattataki arms merchant exploited the planet's blood-sport culture by building the Cauldron, an immense gladiatorial arena. Inside its stone pit, local champions and offworld challengers battled to the death while wagering profits fed the arms industry. The Cauldron's notoriety spread among underworld infochants in the Republic, and the hyperroute to Rattatak became a prize traded among shadow kingpins.

The most famous native of Rattatak was Asajj Ventress, the tattooed dark side acolyte who commanded the Separatist droid army during the Clone Wars. Ventress, born Force-sensitive, saw her parents killed during a Vollick surge. A stranded Jedi Knight took the orphaned girl under his wing, training her in the art of lightsaber combat before perishing himself.

Now in possession of lethal skills—yet lacking the temperance of a Jedi—Ventress rose to head the Stunger state and soon subjugated most of Rattatak. She took special pleasure in torturing the leader of Vollick in a dungeon beneath her castle. Ventress joined the Separatist side after impressing Count Dooku in the Cauldron, and returned to Rattatak throughout the war to interrogate prisoners and rearm her people for their never-ending fight.

RAXUS PRIME



Grid Location: S-5
Terrain: Junkyards, toxic pools
Diameter: 9,330 km
Length of Day: 22 standard hours
Length of Year: 388 local days
Population: 1.3 million
Sentient Species: Humans, Jawas
Species Mix: Jawa (63%), humans (37%)
Languages: Basic, Jawa trade tongue
Government: Corporate bureaucracy, Jawa tribal chiefs
Major Exports: Recycled metals, textiles, and chemicals
Major Imports: Food, water, high technology, information
System/Star: Raxus/Raxus

PLANETS	TYPE	MOONS
Raxus Prime	Terrestrial	0
Raxus II	Ice ball	0

A sad symbol of industrial rot, Raxus Prime has been called "the most toxic planet in the galaxy." Such barbs are especially painful in light of the world's discarded honorifics, including "Circlet of the Tion" and "Nikato's Shining Gem."

In the pre-Republic centuries that saw the foundation of the Tionese empire, Raxus Prime became one of three capitals governing the Kingdom of Cron. The Tionese warlord Xer VIII gave Raxus his favored attention, deeding the world to his concubines and their retainers. Suitable accommodations could be achieved only through the lavish application of royal wealth, and Raxus's warm lagoons soon saw their seafloors paved with colorful tiles and their shorelines crowned with white-marble palaces. Xer's successor, Xim the Despot, honored his father's legacy, and Raxus continued as the Circlet of the Tion despite the region's diminishment after the Republic-Tionese wars (24,000 BBY).

The pocket realm known as Nikato's Bootheel sprang up around Raxus Prime in 14,300 BBY following the defeat of the Duros Red Credit Brigade in the Third Alsakan Conflict. The Machinists of Nikato made Raxus even more beautiful, adorning its contoured structures with elaborate clockwork mechanisms that reflected the sweep of the galaxy's rotation.

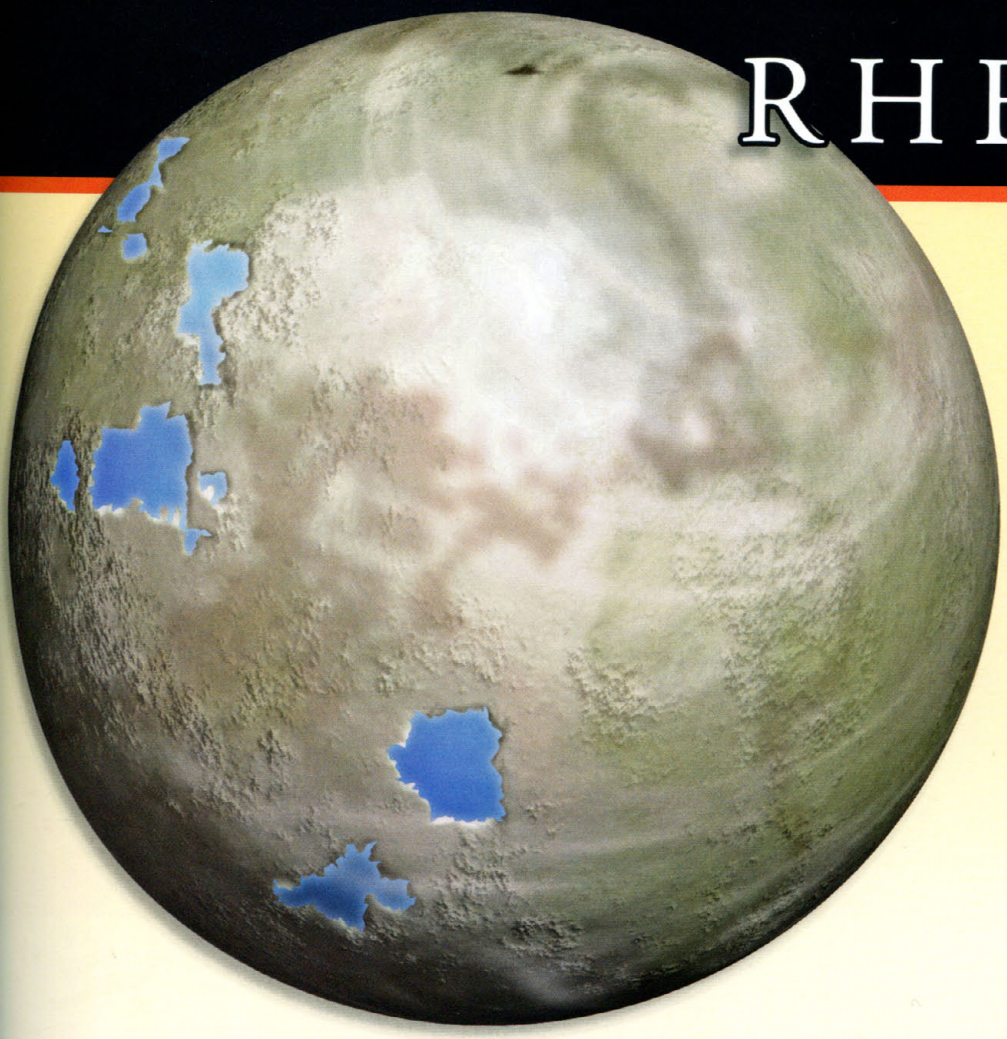
It was precisely this that doomed Raxus Prime. Soon recognized as a hub of precision manufacturing, Raxus attracted more and more industrial contracts until its surface bristled with durasteel discharge stacks. Its new importance made it a battleground of the Great Sith War, when Ulic Qel-Droma used the Dark Reaper superweapon to massacre Republic troops.

During the Republic's dark age, circa 1100 BBY, Raxus Prime churned out crude weapons as the galactic economy collapsed. Within a century, the skies of Raxus had grown black with haze and its waterways choked with sludge. Whole continents became little more than junkyards, with half-buried starship hulks rusting amid steaming refuse heaps and putrid outgrowths of gray fungus. The Commerce Guild and Corporate Alliance continued to maintain operations on Raxus, given the money available in scavenging and the lack of environmental laws.

In 24 BBY, Count Dooku announced the formation of the Confederacy of Independent Systems on Raxus Prime. The world became a Clone Wars flashpoint when Dooku's troops excavated components of the Dark Reaper two years later, and in the early days of the Empire it was the domain of an artificial intelligence known as the Core. The Empire eliminated the Core and constructed a shipyard above Raxus Prime with an eye toward containing the rebellious Mon Calamari. In 25 ABY, Han Solo battled a squad of Mandalorian supercommandos in the Raxus scrapyards after accidentally crashing his ship.

Like Solo, most people don't visit Raxus Prime unless they're forced into it. Sienar Fleet Systems employs some offworlders in recycling operations, but the planet's infamy is mostly secondhand, passed around from one to another as a cautionary tale of ecological ruin.

RHEN VAR



Grid Location: R-6
Terrain: Glaciers, snow
Diameter: 9,380 km
Length of Day: 18 standard hours
Length of Year: 563 standard days
Population: None
Sentient Species: None
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Tobali/Tor

PLANETS	TYPE	MOONS
Rhen Var	Terrestrial	0
Bardo Verwen	Asteroid field	—
Mash Shareo	Gas giant	12
Dungal Lem	Gas giant	24

Rhen Var is frozen in ice, but evidence suggests it wasn't always so cold. Temples with open courtyards and the lighthouses and docks found at ice-locked harbors attest to a temperate past, though no one can remember when the climate was anything other than subzero.

Located in the Thanium Worlds, Rhen Var has traditionally been overlooked for colonization due to its bitter climate. The fallen Jedi Ulic Qel-Droma fled to Rhen Var in 3986 BBY, finding some measure of consolation in the snowy wastes as he struggled to redeem his spirit for his part in the Great Sith War. After an offworlder murdered him, Ulic received a hero's burial inside an ornate stone tomb.

Prior to the Clone Wars, the Republic set up a small supply base and listening outpost on Rhen Var. During the war's first months in 22 BBY, Separatist forces overran the Republic defenders, claiming the barren planet for unknown reasons. It soon became clear that Count Dooku intended to strip knowledge from the tomb of Ulic Qel-Droma, where the Jedi's spirit could provide clues to the whereabouts of the ancient Dark Reaper superweapon. Anakin Skywalker helped organize a follow-up mission to Rhen Var, this time smashing the Separatist occupiers but arriving too late to prevent Dooku's head start on the Dark Reaper.

During the Galactic Civil War, Rhen Var became a battlefield again, this time between the Empire and Rebellion. A team of Rebels attacked and overran a quiet Imperial monitoring station, but they were able to hold their prize for only a few days until the Imperial Army arrived in force. The counterattack destroyed the monitoring station and wiped out all civilized presence on Rhen Var.

RISHI



Grid Location: S-15
Terrain: Mountains, swamps
Diameter: 12,030 km
Length of Day: 20 standard hours
Length of Year: 268 standard days
Population: 2 billion
Sentient Species: Humans, Rishii
Species Mix: Humans (87%), Rishii (9%), other (4%)
Language: Basic
Government: Theocratic colony
Major Exports: Ore, fuel, missionaries
Major Imports: Foodstuffs, technology
System/Star: Rishi/Rish

PLANETS	TYPE	MOONS
Risha	Toxic hothouse	0
Rishal	Barren rock	0
Rishi	Terrestrial	1
Rishos	Gas giant	2

Rishi is a member of an expansive but utterly overlooked club—worlds that are used only for navigation calibration and never receive groundside visitors.

Of all such planets, Rishi is particularly notable. Its system has long served as the jumping-off point for hyperspace transit to the Rishi Maze satellite galaxy. A jump from Rishi, straight up and perpendicular to the galactic plane, allows travelers to traverse the Zareca String—a line of fringe systems suspended in the space between the two galaxies that are used for restocking, refueling, and navigation. The beginning of the String in the Rishi system is marked only by an automated hyperspace beacon (and, at various points throughout history, a small trading station or a supply scow).

Rishi is overlooked compared with its neighbors in the Abrion sector, but those who live there prefer it that way. The world's terrain is an undulating trade-off between high, wind-scoured peaks and low, swampy valleys. One intelligent species evolved here, the feathered Rishii, who make their aeries high on the cliffs and lead simple lives as hunters.

In 60 BBY an endless wave of colonists came to Rishi in the form of religious refugees from Galand. These new arrivals also preferred isolation, taking up residence in the sweltering lowlands and ignoring the Rishii entirely. The settlers, who belonged to the strict H'kig sect, set forth dour edicts governing eating, grooming, and the use of repulsorlift vehicles.

By the time of the Battle of Endor, the H'kig believers had choked many of the mountain valleys with their unadorned, white-stoned buildings, supporting a non-native population of two billion employed primarily as miners or fuel processors. Rishi's low profile, as well as close-in cover offered by the overpopulated cities, prompted smuggling kingpin Talon Karrde to establish a safehouse there.

RODIA



Grid Location: R-16
Terrain: Jungle, ocean
Diameter: 7,548 km
Length of Day: 29 standard hours
Length of Year: 305 standard days
Population: 1.3 billion
Sentient Species: Rodians, Yuuzhan Vong
Species Mix: Rodians (91%), Yuuzhan Vong (9%)
Languages: Rodian, Basic
Government: Rodian Grand Protector
Major Exports: Weapons, bounty hunters
Major Imports: Foodstuffs, luxury goods
System/Star: Tyrius/Tyrius

PLANETS	TYPE	MOONS
Mikak	Searing rock	0
Rodia	Terrestrial	4
Pirdia	Gas giant	11
Toosma	Gas giant	18
Taoska	Ice ball	0

For centuries the Rodians split their homeworld between raw wilderness and churning industry. The invasion of the Yuuzhan Vong smashed that uneasy balance, creating a transformed world.

Rodia's continents once bristled with jungle foliage right up to the waterline. The bulbous-eyed Rodians evolved in this hothouse environment, prizing the art of the hunt and the satisfaction of the kill. The violence that ensured their survival against predators like the bog-dwelling ghest was the very definition of beauty. Morbid Rodian dramas became a popular export, as did the services of Rodian trackers.

The need to manufacture items of killing—from training droids to blaster rifles—necessitated factories and mines. From the megalopolis of Equator City, industrialization ate away at the jungle in an ever-expanding band of durasteel and smoke.

Long a Republic member, Rodia experienced an internal coup in 17 BBY when Navik the Red of the Chattza clan conquered his rivals. With Navik's home city of Iskayuma the new seat of government, Rodia became a freer trading port and an emerging economic powerhouse near the Corellian Run. A Loyalist world during the Clone Wars, Rodia was caught between the front lines and scarred by famine, breeding resentment of a Republic that seemed unable or unwilling to come to its aid. Its citizens escaped Imperial enslavement due to the Empire's unspoken need for bounty hunters.

During the Yuuzhan Vong War, the invaders blitzed the Doldur sector, conquering Druckenwell and Falleen, and invaded Rodia to cut off the Rimward leg of the Corellian Run. The Yuuzhan Vong shaper caste then turned its attention to Rodia's natives, sculpting their genetic stock to create a new race of slave soldiers. The resulting horrors, Vagh Rodiek, scuttled on spider legs and had arms ending in bone skewers. The invaders terraformed Rodia itself, crumbling the urban blocks of Equator City to seed the forests with leathery, freighter-sized blossoms. Rodia continued to attract Yuuzhan Vong refugees long after the war, and is now home to one of the largest such populations.

RUUSAN



Grid Location: P-11
Terrain: Desert
Diameter: 21,000 km
Length of Day: 23 standard hours
Length of Year: 321 standard days
Population: 30,000
Sentient Species: Bouncers, Ruusanians (near-humans), humans
Species Mix: Bouncers (60%), Ruusanians (25%), humans (10%), other (5%)
Language: Basic
Government: None
Major Exports: Ore
Major Imports: Technology, foodstuffs
System/Star: Ruusan/Hoth's Brand

PLANETS	TYPE	MOONS
Pernicar	Scorching rock	0
Charny	Terrestrial	2
Ruusan	Terrestrial	3
Turpimir	Barren	1
Farfalla's Diamonds	Asteroid belt	—
Zor Vlahu	Gas giant	22
Myl Vlahu	Gas giant	11
Saleeh	Gas giant	13
Gale	Ice ball	2
Othone	Ice ball	0
Petja	White dwarf	0

Ignored, and then forgotten. Given the role that Ruusan played in reshaping the galaxy, its trivial profile is wildly at odds with its historic significance.

On Ruusan, clear mountain rivers once crisscrossed old-growth forests. The gentle, spherical Bouncers lived there, communicating telepathically and traveling on the winds. In 2200 BBY the Mining Guild claimed Ruusan and other ore-rich planets in the Teraab sector, but Ruusan's mineral deposits proved disappointing. By 1000 BBY the planet's only remaining settlers were a handful of optimistic claim jumpers and those seeking refuge from creditors and bounty hunters.

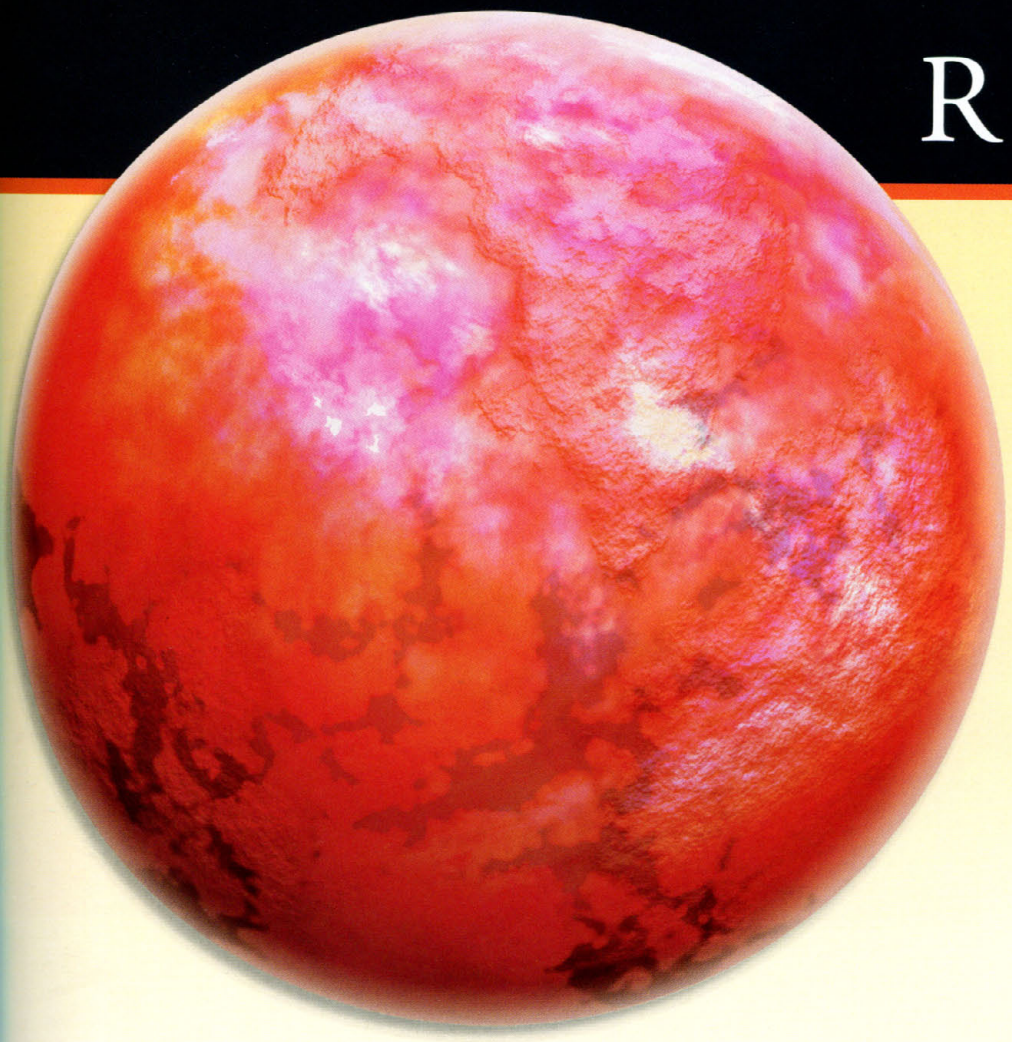
In that year the Sith of the Brotherhood of Darkness made their last stand on Ruusan, drawing the Jedi Army of Light into seven brutal ground battles that left both sides decimated and Ruusan stripped of vegetation. Ultimately, the Sith Lord Kaan wiped out both sides by drawing their life essences into the vacuum of a Sith "thought bomb." Darth Bane escaped the battle and forever changed Sith traditions by instituting the Rule of Two.

A Jedi Knight honored his fallen comrades by petitioning the Senate to build a mausoleum on the site of the tragedy, which became known as the Valley of the Jedi. Supreme Chancellor Tarsus Valorum marked the end of the New Sith Wars by announcing a complete governmental restructuring, under the banner of the Ruusan Reformations.

Though its name persisted, few visited the planet itself. Even the Valley of the Jedi dropped off official records once expanding nebulae in the Teraab sector erased the hyperlanes leading to Ruusan. The Separatists established a spy post above the planet during the Clone Wars, but it was quickly destroyed and Ruusan returned to obscurity.

Ten years before the Battle of Yavin, a band of smugglers stumbled on Ruusan, constructing their "Fort Nowhere" outpost not far from the ancient ruins of Olmondo. Fort Nowhere served as a haven for Rebel refugees from Sulon. In 5 ABY the Dark Jedi Jerec conquered Ruusan, siphoning the Force energies of the Valley of the Jedi to augment his power. New Republic agent Kyle Katarn killed Jerec and freed the spirits long trapped by the thought bomb. The Valley of the Jedi is still a Force nexus and a place of pilgrimage for the new Jedi Order.

RYLOTH



Grid Location: R-17
Terrain: Forests, plains, mountains, deserts
Diameter: 10,600 km
Length of Day: 30 standard hours
Length of Year: 305 standard days
Population: 1.5 billion
Sentient Species: Twi'leks
Species Mix: Twi'leks (76%), other (24%)
Languages: Twi'leki (Rylothean), Lekku, Basic
Government: Feudal meritocracy
Major Exports: Ryll spice, slaves
Major Imports: Foodstuffs, medicine, technology
System/Star: Ryloth/Ryloth

PLANETS	TYPE	MOONS
Mon Bala	Molten rock	0
Ryloth	Terrestrial	5
Or Tuma	Frozen rock	0

Ryloth is a planet of extremes, marked by turbulent seasons that march from its scorching deserts to its snowy wastes, passing through the lush, intermediate temperate band where much of its population resides.

The Twi'leks originated on Ryloth, but have become so ingrained in galactic society that far more of them can be found offworld. Twi'leks on Ryloth live everywhere: from the temperate zones where cities such as the capital of Lessu lie, to sealed caves deep inside the desert mountains, where blistering heat storms and armored predators (including the lylek) cannot penetrate. Spaceports such as Lessu and Kala'uun can accommodate most starships, but Twi'lek technology is not particularly advanced. Some offworlders come to Ryloth to view the wind-suspended stones of the famous Floating Rock Gardens, but most value only two things: slaves and spice.

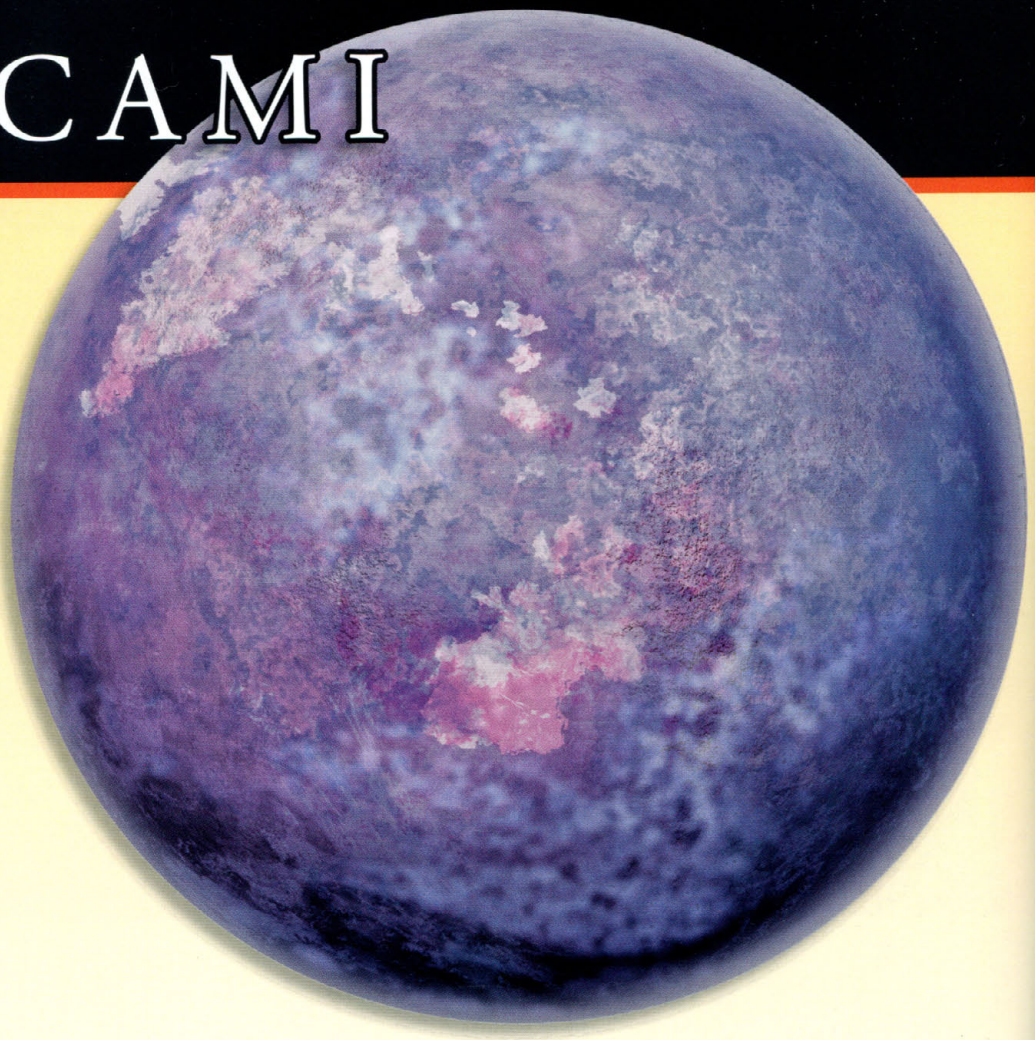
Ryloth has used slavery as its primary currency since the time of its entry into the Republic circa 10,000 BBY. Twi'lek dancing girls are perennially popular, and their sale has long been tolerated by whatever government holds power on Coruscant.

Mineral blooms of ryll spice are found in abundance on Ryloth, and its mining and trafficking fuel the planet's shadow economy. Although Ryloth sits on the Outer Rim leg of the Corellian Run, little of its spice travels that public route. More common is the "back door" of the Death Wind Corridor, pushing through the Cloak of the Sith and linking Ryloth to Roon.

The inhabitants of Ryloth traditionally avoid taking a stand on any issue ("one cannot defeat a heat storm, one must ride it" is a favorite proverb). During the Clone Wars, Twi'lek politicians on Coruscant affirmed their loyalty to the Republic even as other Twi'leks kept negotiations open with the Separatists. This delicate dance collapsed when a Separatist army invaded the system, subjecting it to a brutal occupation. The Twi'leks fared better than other alien species under Imperial rule, always finding a new angle to improve their lot.

Ryloth took on galactic importance in 6 ABY when it provided the ryll stock needed to synthesize a cure for the Krytos virus. In 24 ABY Twi'lek firebrand Nolaa Tarkona seized control of Ryloth and made it the headquarters of the Diversity Alliance, her anti-human political movement. Cooler heads soon prevailed, and the planet maintained an intentionally low profile during the Yuuzhan Vong and Imperial–Sith wars.

SALEUCAMI



Grid Location: S-8
Terrain: Mountains, volcanoes, caves
Diameter: 14,920 km
Length of Day: 26 standard hours
Length of Year: 392 standard days
Population: 1.4 billion
Sentient Species: Wroonians, Weequay, Gran, humans, Twi'leks, more
Species Mix: Wroonians (36%), Weequay (8%), Gran (8%), humans (6%), Twi'leks (4%), other (38%)
Languages: Basic, Wroonian
Government: Corporate
Major Exports: Medicine, botanicals, technology, finished goods
Major Imports: Foodstuffs, raw materials
System/Star: Saleucami/Stisste

PLANETS	TYPE	MOONS
Junken	Searing rock	0
Casparar	Aquatic	3
Olamenco	Airless rock	0
Saleucami	Terrestrial	2
Decepino	Gas giant	9
Pismaria	Gas giant	32
Tonjumi	Frozen rock	0

Saleucami has a surface covered with scars—its circular seas and crested calderas all attest to a history of violent asteroid impact. Fittingly, Saleucami was the site of one of the most punishing battles of the Clone Wars.

Saleucami sits along the Talcene Transit, a supply line for starships shipping cargo from the Perlemian Trade Route to the Kuthic Worlds. It is a young world with no intelligent species of its own, but it has attracted colonization since at least 6100 BBY. Factors that have lured offworlders include a pleasant climate (though temperatures soar during Saleucami's closest approach to its sun) and active geothermal activity.

The largest, freshest craters often encircle hot springs or lava veins, and it was there that the first colonists built their cities. Wroonian settlers gave Saleucami its early character, and the world's name means "oasis" in the Wroonian tongue.

In time, Saleucami earned note for its medicinal exports, with mineral water and root segments from the bulbous bubse tree fetching high prices from the aesthetics of the Zealots of Psusan, who dominated three colonies along the Talcene Transit. But industrialization took precedence when sector corporations moved in to exploit Saleucami's geothermal energy, and by 35 BBY the Techno Union had claimed the planet for transformation into one of its new mechworlds.

The Clone Wars turned Saleucami into a battlefield. At one point during the Clone Wars, General Grievous was forced down on Saleucami, and tracked across the planet by Obi-Wan Kenobi and a squad of clone troopers. The two dueled to a draw; later, during the Siege of Saleucami, Republic troops made a slow advance against entrenched Techno Union droid and weapon storehouses. The Separatists fought hard to protect their true prize, an underground cloning chamber producing Nikto warriors of the fierce Morgukai sect. After five months of ground skirmishes, Republic forces destroyed the complex, with Jedi Master Oppo Rancisis numbering among the casualties. During mopping-up efforts, two clone troopers on speeder bike patrol received Order 66 and killed their commander, Jedi Master Stass Allie.

SERNPIDAL



Grid Location: L-3
Terrain: Deserts, ravines, seas
Diameter: 11,440 km
Length of Day: 29 standard hours
Length of Year: 463 standard days
Population: 8 million
Sentient Species: Sernpidalans (near-human)
Species Mix: Sernpidalans (91%), humans (7%), other (2%)
Language: Basic
Government: Elected council
Major Exports: Metals
Major Imports: Foodstuffs, water, technology
System/Star: Julevian/Julevia

PLANETS	TYPE	MOONS
Baratia	Molten rock	0
Proxida	Volcanic rock	3
Canterse Spread	Asteroid field	—
Gologry	Airless rock	2
Sernpidal	Terrestrial	2
Rayamal	Gas giant	45

The first casualty in the Yuuzhan Vong War, Sernpidal is better known to the heroes of the Rebellion as the site of Chewbacca's last stand.

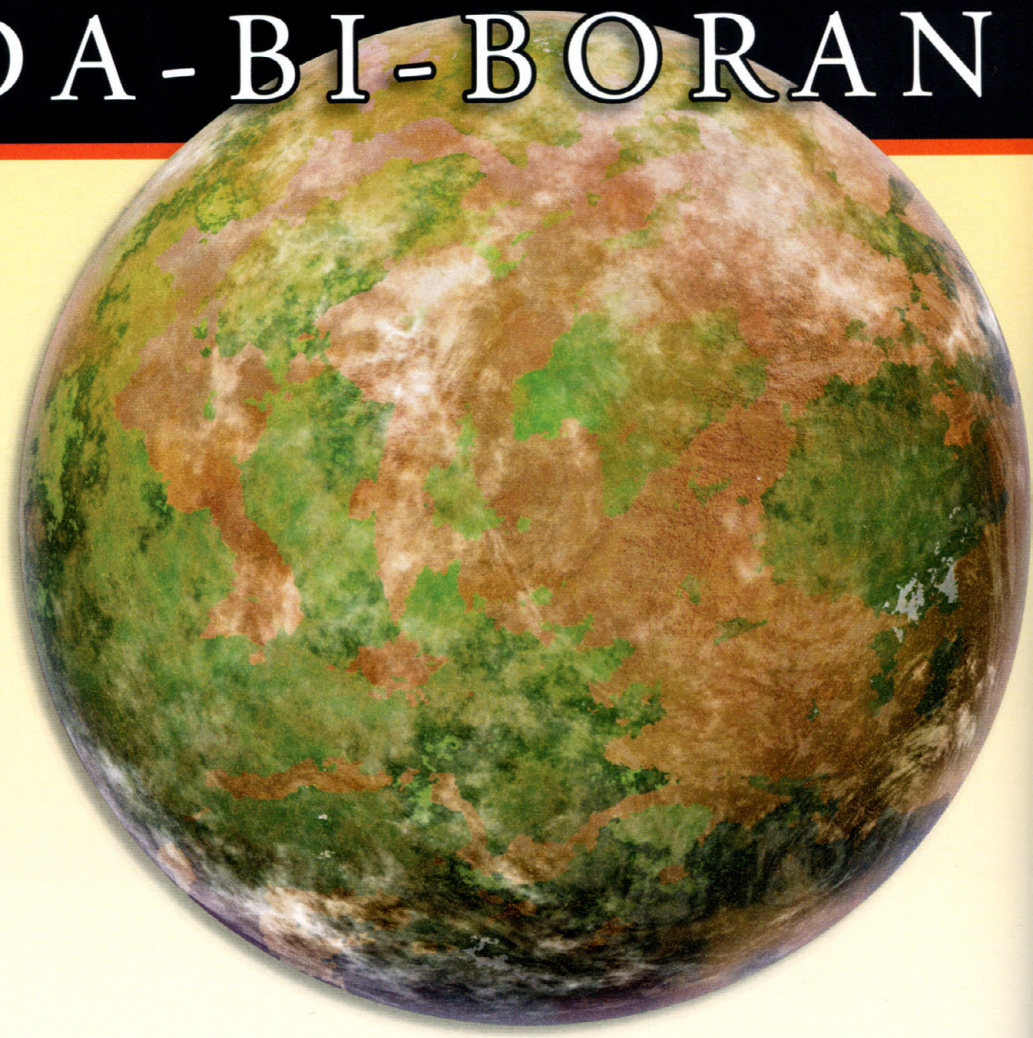
Before its destruction, Sernpidal occupied the Dalonbian sector in a remote Rimward stretch of the Tingel Arm—Outer Rim by geography, but more akin to Wild Space in practice. Sernpidal's surface swirled with dust, with most water tapped from aquifers to feed subterranean agri-farms. Plants and animals were indistinguishable, since almost all life consisted of tough-skinned, tentacular creatures that slowly wormed their way across the base of damp ravines. Near-human colonists from the supernova-threatened world of Hettitite populated Sernpidal in 365 BBY, eventually swelling to a population of eight million at its peak. This was enough to make Sernpidal the most populated world in its sector, and a target for the Yuuzhan Vong as they began their invasion at the galactic fringe.

The invaders chose Sernpidal to demonstrate one of their most devastating tactics—Yo'Gand's Core. The Yuuzhan Vong planted a tiny dovin basal outside Sernpidal City, where the creature used its ability to increase the gravitic attraction between Sernpidal and Dobido, the smaller of the planet's two moons. Dobido entered a slow, spiraling orbit destined for collision. Han Solo rescued as many Sernpidalans as could fit aboard the *Millennium Falcon*, but Chewbacca died at the moment of the moon's impact.

The crash nearly split Sernpidal in half, smashing loose a chunk of one hemisphere and stripping the atmosphere. But the Yuuzhan Vong had plans for the remainder. They loosed a colony of snail-like builders on the broken bits, to digest and regrow them into a new worldship.

Jedi Master Kyp Durron couldn't bear to give the Yuuzhan Vong an edge. Despite the fact that the Sernpidal shipwomb aimed to produce a civilian vessel, he tricked his fellow pilots into thinking that the system held an enemy superweapon. The resulting New Republic attack destroyed all that remained of Sernpidal.

SHADDA-BI-BORAN



Grid Location: O-18
Terrain: Plains, swamps
Diameter: 9,100 km
Length of Day: 16 standard hours
Length of Year: 271 local days
Population: 47 million
Sentient Species: Shadda-Bi-Borans
Species Mix: Shadda-Bi-Borans (93%), other (7%)
Languages: Shadda-Bi, Basic
Government: Theocracy
Major Exports: Textiles
Major Imports: None
System/Star: Shadda-Bi-Boran/Shadda

PLANETS	TYPE	MOONS
Figili	Desert	1
Shadda-Bi-Boran	Terrestrial	3
Tears of Zylun	Asteroid belt	—
Chunno-ka-Alee	Barren rock	0
Shadda-Ul-Haru	Gas giant	8
Shadda-Ul-Morn	Gas giant	5
Oosti	Ice ball	1

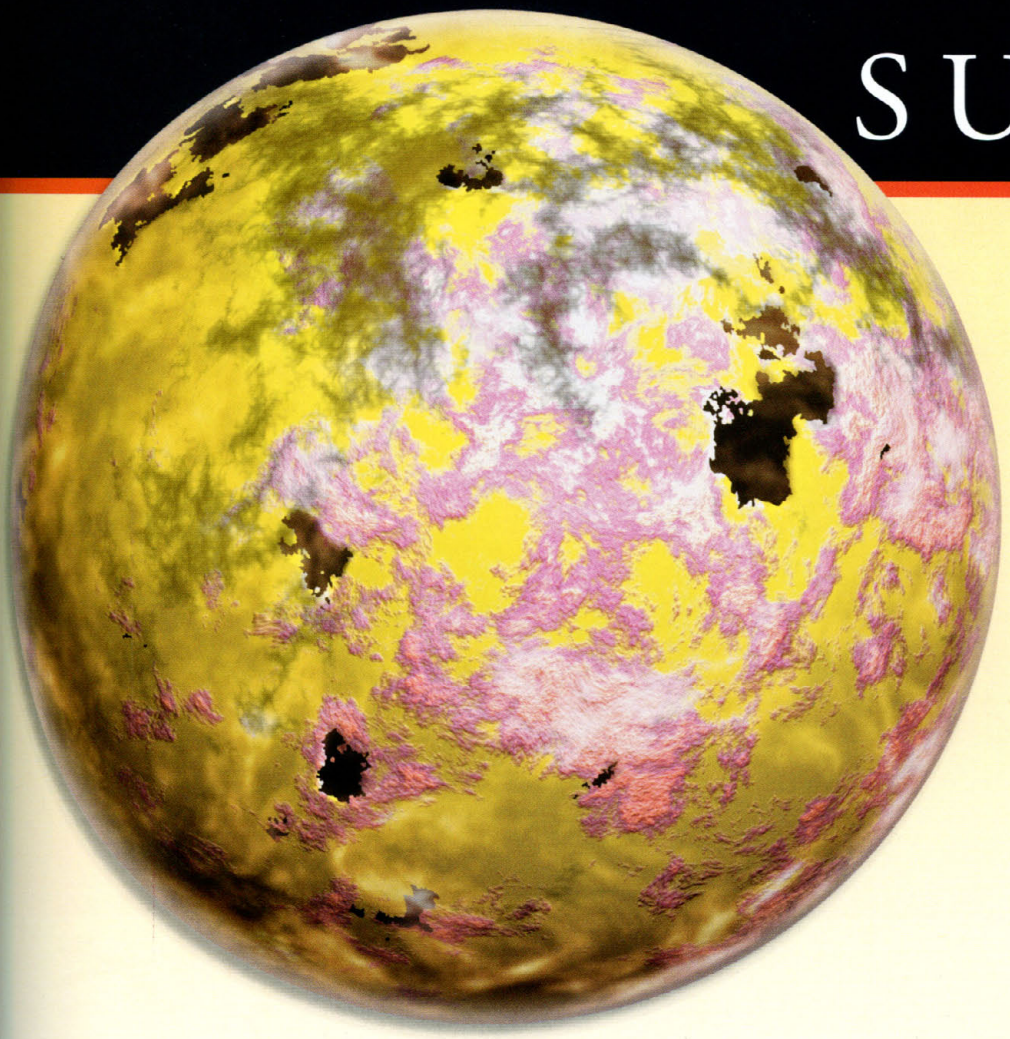
All the credits and good intentions in the galaxy can't stop the universe from being a terribly cruel place at times. Eons ago, the star Shadda in the Bi-Boran Cluster expanded into a red giant and shed its outer layers, forming the luminous traceries of gas known as the Shadda Nebula. Shadda then began to cool into a white dwarf, a long, drawn-out implosion repeated innumerable times throughout the galaxy. But this time, there were tragic consequences: The planet Shadda-Bi-Boran was inhabited by a primitive, peace-loving sentient species gently ruled by a caste of sun priests—a society now facing a death sentence.

As the life-giving radiation from Shadda flared and dwindled, Shadda-Bi-Boran was racked by cataclysmic changes in weather and devastating quakes. In the final years of the Republic, astrophysicists offered a grim forecast: Shadda would soon give out too little radiation to prevent its inhabited world from freezing solid and venting its atmosphere to space. And unfortunately, the Shadda-Bi-Borans couldn't be evacuated from their world—to cleanse toxins from their bloodstream, they required an enzyme only activated by Shadda's sunlight.

Kerchiefs and armbands made of handcrafted Shadda silk became must-have expressions of concern in wealthy galactic circles, the proceeds divided between research into activating the crucial enzyme artificially and finding another star with the right solar characteristics. As Shadda-Bi-Boran entered its death throes in 38 BBY, volunteers for the Refugee Relief Movement—among them, a young Naboo named Padmé Naberrie—rushed its people offworld to a scattering of stars that, it was hoped, might at least approximate Shadda's characteristics.

Such hopes were in vain. As the last refugee ship escaped the marching ice, word came that none of the offworld Shadda-Bi-Borans had survived. The last hundred members of the species refused a desperate plea to be put in stasis or even encased in carbonite while further research was conducted. Within months of their planet's demise, the last Shadda-Bi-Borans were dead.

SULLUST



Grid Location: M-17
Terrain: Mountains, volcanoes, caves
Diameter: 12,780 km
Length of Day: 20 standard hours
Length of Year: 263 standard days
Population: 18.5 billion
Sentient Species: Sullustans
Species Mix: Sullustans (96%), humans (2%), Bith (1%), other (1%)
Languages: Sullustese, Basic
Government: Corporate
Major Exports: Starships, computers, droids, hyperdrive and astrogation technology
Major Imports: Foodstuffs, water
System/Star: Sullust/Sullust

PLANETS	TYPE	MOONS
Sullumun	Gas giant	18
Lununmo	Gas giant	34
Sululluub	Asteroid field	—
Sullust	Terrestrial	2
Mumunubb/ Munumubb	Ice ball	0

A volcanic world on the Rimma Trade Route in the Outer Rim, Sullust is home to millions of the galaxy's best navigators—and one massive multistellar conglomerate.

From space, Sullust looks uninhabitable. Multicolored rock, veined by glowing lava channels, covers the entire globe, with great gouts of smoky ash causing regular atmospheric blackouts. But it's a different story below the surface, where a stable warren of tunnels links edible lichen gardens with pools of potable water. It was here that the Sullustan species evolved, developing wide eyes to collect faint light and large ears to perceive directional sound. Sullustans also acquired an innate sense of direction, which served them well when they joined the interstellar community.

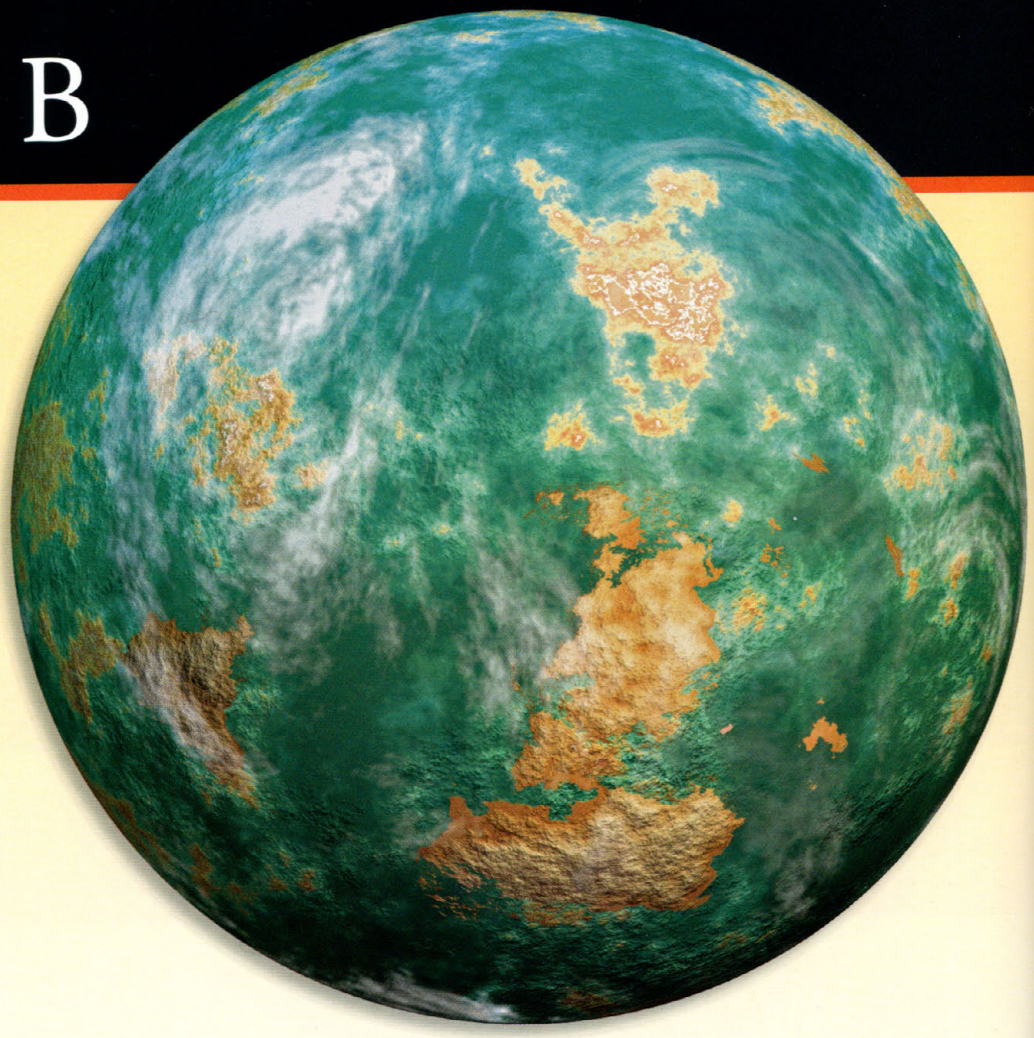
Sullustans helped blaze the full length of the Rimma, finding ready work as scouts, pilots, and hyperspace mappers. Commerce along the Rimma disproportionately enriched one Sullustan corporation, SoroSuub, and it soon swelled into a monopolistic juggernaut involved in everything from airspeeders to nutrient paste.

By the time of the Clone Wars, SoroSuub's influence had grown so strong that the president of the Sullustan Council bowed to the company's Commerce Guild ties and signed on with Count Dooku's Confederacy of Independent Systems. Sullustan Admiral Dua Ningo led the Separatists' Bulwark Fleet and scored a historic victory at the Battle of Foerost.

At the war's conclusion, the SoroSuub board of directors repositioned themselves as Imperial loyalists, toppling Sullust's President in a corporate coup. A local resistance movement arose—aided by pirate flier Nien Nunb—which succeeded in breaking SoroSuub's governmental control around the time of the Battle of Yavin.

Sullust never joined the Rebel Alliance, and the Empire used it as a jumping-off point for construction traffic traveling the Sanctuary Pipeline en route to the second Death Star. Just prior to the Battle of Endor, the Rebel fleet gathered in the Sullust system to use that same Pipeline as an attack corridor, obscuring its true intentions by staging a minor raid on Sullust itself.

TAANAB



Grid Location: O-8
Terrain: Fields, agriculture, waterways
Diameter: 13,090 km
Length of Day: 46 standard hours
Length of Year: 594 local days
Population: 980 million
Sentient Species: Humans
Species Mix: Humans (89%), other (11%)
Language: Basic
Government: Corporate
Major Exports: Foodstuffs
Major Imports: Fertilizers, pesticides, machine parts
System/Star: Taanab/Tive

PLANETS	TYPE	MOONS
Myron	Scorched ball	0
Taanab	Terrestrial	1
Taum Reese	Terrestrial	0
Jech	Gas giant	4
Mase	Gas giant	9
Stamia	Gas giant	28
Simang	Gas giant	12
Indar	Gas giant	5

Of interest largely to agriculturalists and animal breeders, the grassy world of Taanab is one of the Inner Rim's largest exporters of foodstuffs. Its flattened landmasses are arrayed in meandering strips, ensuring that no point on land is ever far from a body of water. Its mild climate, negligible tectonic activity, and abundant sunlight seem optimized for life, and prior to its colonization much of Taanab was overgrown with green jungles.

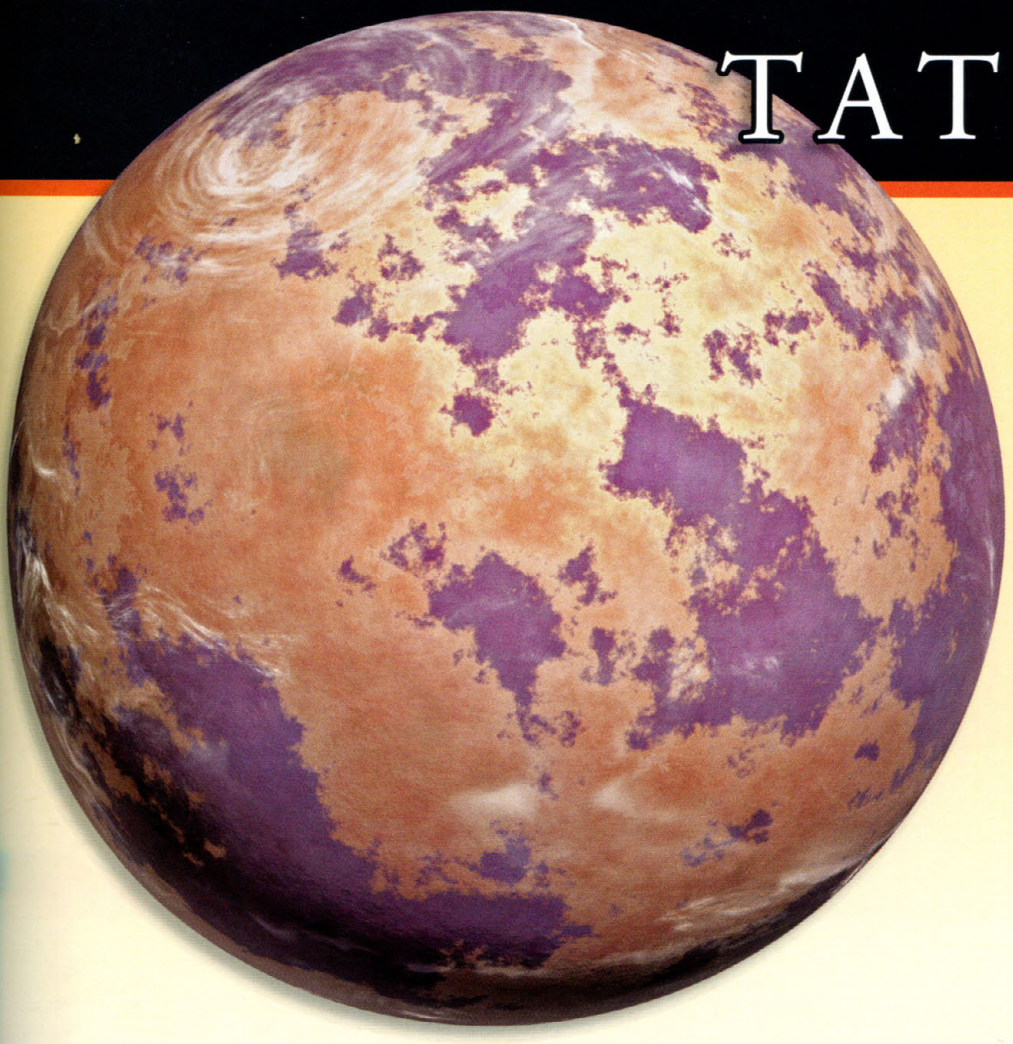
Yet despite these advantages, no animal life ever evolved on Taanab. All of the planet's current life-forms are transplanted farmstock, introduced during Taanab's settlement as an agricultural outpost in 2320 BBY. Pens of roba, banthas, staga, and nerfs crowd the meat-processing plants near the temperate poles, while their feral cousins roam the countryside, where their populations are kept in check by droid sharpshooters.

Near Taanab's equator, hexagonal grain fields give the factory farms their unique honeycomb appearance, while weather-controlling satellites and orbital mirrors help keep Taanab's climate optimized for bumper yields. Agricultural conglomerates with heavy investments in Taanab include Arcon Multinode, Tagge Restaurant Association, and Core Foodstuffs. The planet's administrative capital is Pandath, while the local Banthal Company administers the stardocks where cargo is transported to resource-poor worlds such as Coruscant.

Taanab has had some surprising Jedi and Sith connections. The Brotherhood of Darkness used it as an outpost circa 1000 BBY, while the Jedi later built a small chapterhouse in Pandath to house initiates in the Jedi Agricultural Corps (AgriCorps).

Taanab's most notorious moment came when Lando Calrissian crushed the Norulac pirates and ended their annual raids against the Banthal docks. Flying a borrowed freighter, Calrissian entangled many pirate vessels in electrified Connor nets and led Taanab's port security in mopping up the rest. The incident, reported in the newsnets as "the Battle of Taanab," helped Calrissian win a general's commission in the Rebel Alliance's armed forces just prior to the attack on the second Death Star.

TATOOINE



Grid Location: R-16
Terrain: Desert
Diameter: 10,465 km
Length of Day: 23 standard hours
Length of Year: 304 local days
Population: 200,000 (estimated)
Sentient Species: Jawas, Tusken Raiders
Species Mix: Humans (70%), Jawas (5%), Tusken Raiders (5%), other (20%)
Languages: Basic, Jawa, Tusken, Huttese
Government: Local councils
Major Exports: Minerals, illegal goods
Major Imports: Foodstuffs, metals, chemicals, technology
System/Star: Tatooine/Tatoo I and II

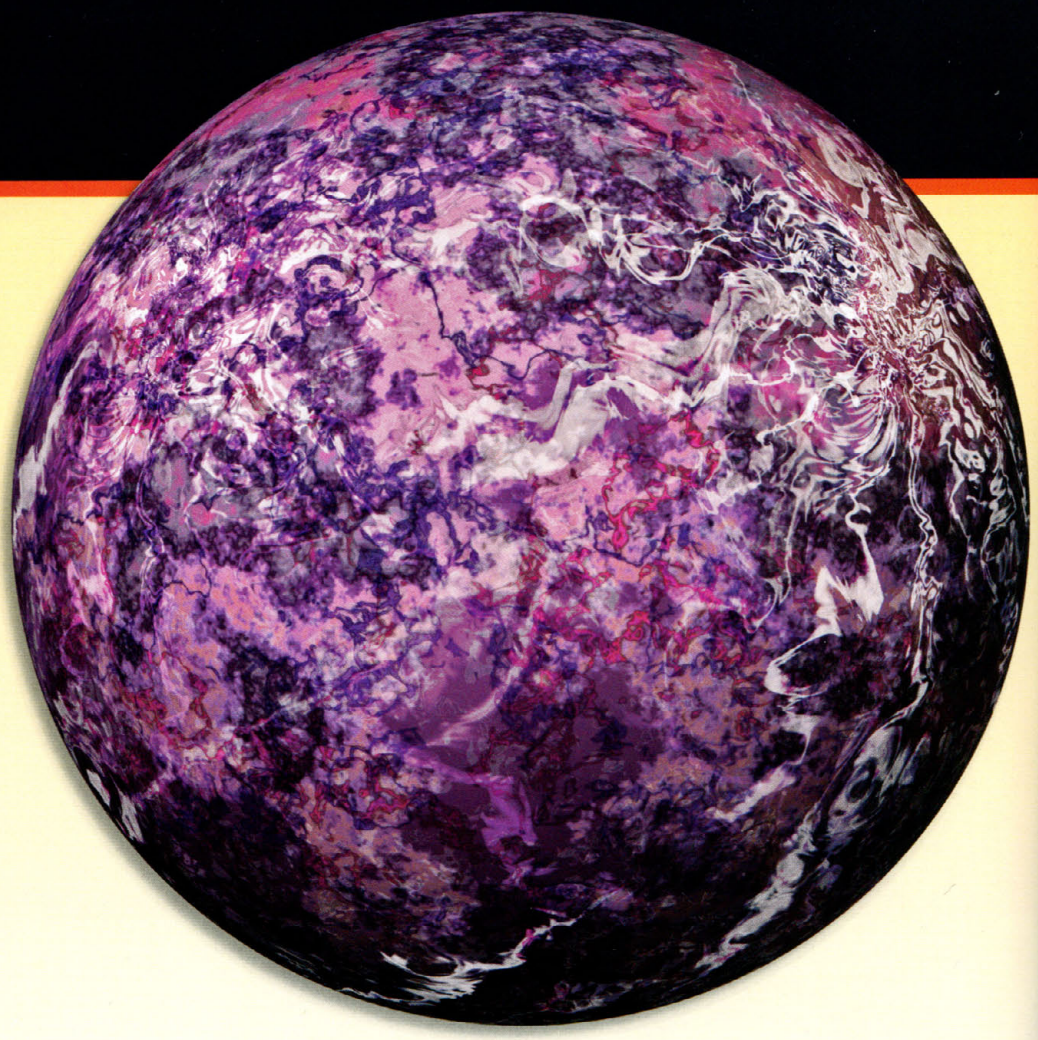
PLANETS	TYPE	MOONS
Tatooine	Terrestrial	2
Ohann	Gas giant	3
Adriana	Gas giant	4

A vast yellow globe baking in the heat of its twin suns, Tatooine was mistaken for a star by early explorers of the Outer Rim—and in the scorching heat of high noon, locals joke that those explorers weren't so wrong. Life on Tatooine is a study in perseverance, but despite the inhospitable conditions, there is life here. Jawas, hooded rodent-like scavengers, scour Tatooine's wastes for scrap they can salvage. Primitive desert warriors called Tusken Raiders wander the desert, abiding by ancient tribal traditions. Herds of eopies root for buried lichen, rock warts hunt for prey, and an unlucky traveler may hear the booming cries of the semi-legendary krayt dragon. And there are more recent arrivals: humans, Hutts, and all manner of spacefaring species.

Despite what bored young moisture farmers might tell you, Tatooine is fairly well known in the galaxy. The system sits at a juncture of hyperspace routes: The Triellus Trade Route connects Hutt Space with a sizable chunk of the Outer Rim, while a loop of the Corellian Run sees traffic running to and from the Core Worlds. Space battles were common over Tatooine long before the planet's settlement, and today Tatooine's spaceports continue to thrive.

Settlers have tried to make Tatooine their home numerous times, with the first recorded settlements dating to 4200 BBY. That attempt and many others failed; current civilization on Tatooine dates back to 700 BBY, when the B'omarr monks made a home in the planet's desolation. Around 100 BBY miners arrived. Their efforts failed; most of the few who remained became moisture farmers. Around 65 BBY the Hutts—who'd long been a presence on the planet—took over Tatooine, seeing it as a useful point for transferring smuggled goods between the Corellian Run and the Triellus. The Hutts ruled the planet (in fact if not in name on those rare occasions when the Empire decided to assert itself) until the death of Jabba the Hutt shortly before the Battle of Endor. Various crime lords squabbled over Tatooine for a generation after Jabba's demise, but their ambitions were scuttled when the Hutts returned after the Yuuzhan Vong devastated parts of Hutt Space.

TETH



Grid Location: U-12
Terrain: Forests, plains, jungles
Diameter: 8,151 km
Length of Day: 27 standard hours
Length of Year: 298 standard days
Population: 45 million
Sentient Species: Humans
Species Mix: Humans (94%), other (6%)
Languages: Basic, Huttese
Government: Democracy
Major Exports: Foodstuffs
Major Imports: Technology
System/Star: Teth/Teth

PLANETS	TYPE	MOONS
Uenes	Scorching rock	0
Khars	Gas giant	12
Teth	Terrestrial	2
Alina	Terrestrial	1
Hsyr	Gas giant	31
Skotla	Gas giant	15

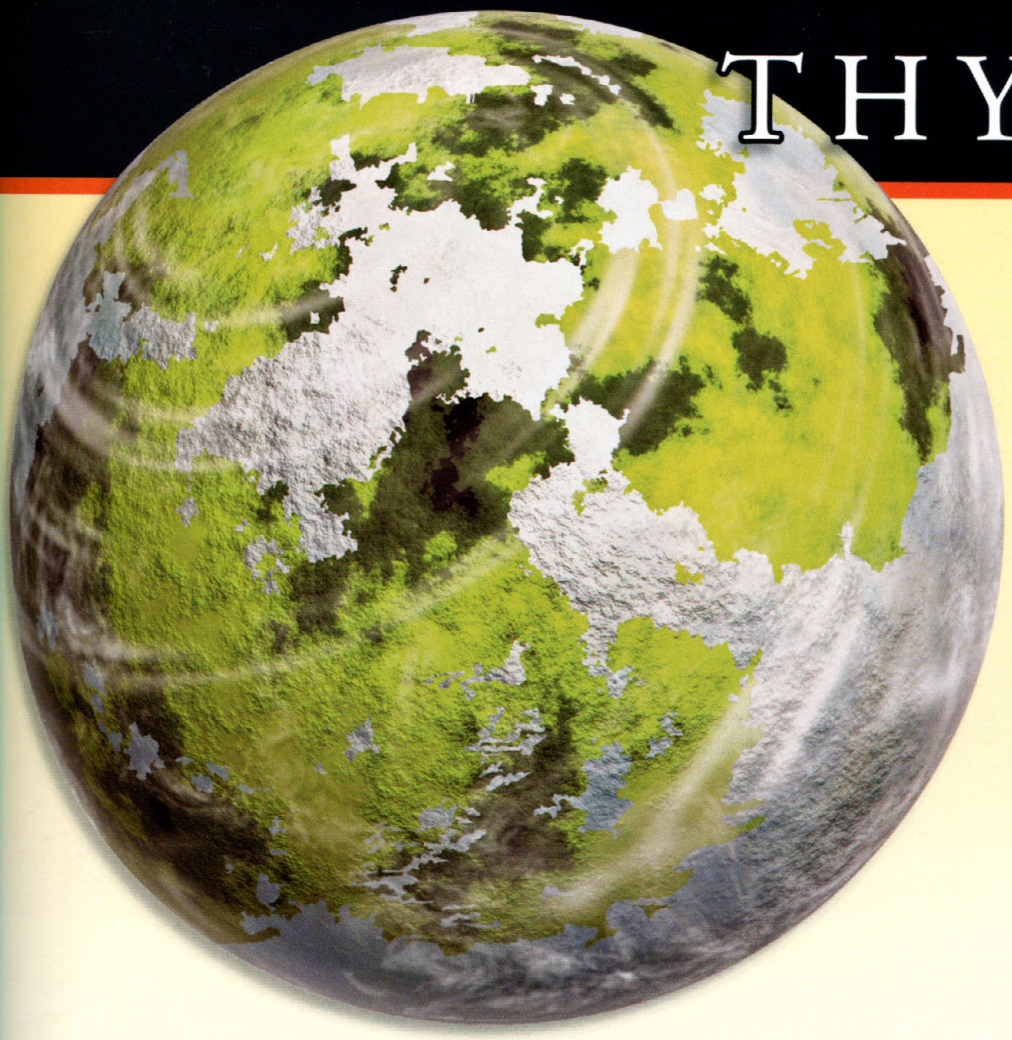
A stormy world girdled by broad swathes of deep jungle, Teth sits just Rimward of Hutt Space, and like many worlds in that area its history is closely tied to that of the great gastropods. Its rolling plains and jungle mesas are dotted with ancient Hutt palaces constructed by clan leaders seeking a vacation spot away from the intrigues of Hutt Space's kajidics. Some of those edifices were outposts built and later abandoned by the mysterious B'omarr monks, who established monasteries on a number of Outer Rim worlds between Teth and Tatooine centuries before the Empire's rise.

At the time of the Clone Wars, Teth had been temporarily abandoned by the Hutt clans, who'd endured a Republic crackdown on Tethan pirates and no longer found the planet a satisfying getaway. Separatist operatives kidnapped Rotta the Huttlet, son of the Desilijic crime lord Jabba, and tried to frame the Jedi Knights in the hope of tying the Republic down in a war with the Hutts and giving the Separatists unfettered use of key Hutt-controlled hyperspace routes. The plan failed when clone forces led by Anakin Skywalker and Ahsoka Tano stormed an abandoned monastery held by Asajj Ventress and rescued Rotta as Separatist and Republic warships clashed above the planet.

Working with the Republic, Teth's overmatched local constabulary tried to rid the planet of criminal gangs and mercenaries. Their efforts worked well enough for the Empire to make Teth the capital of the Baxel sector, which was given theoretical control of Hutt Space, and to pour credits into Teth in an attempt to make it a bulwark against the Hutts' schemes in the region. The Empire remade Teth as a middling agriworld, built the capital of Peroon for its imported workforce, and established a naval base and small shipyard there.

The Hutts responded the way they always had to incursions in their backyard: They made investments, found the levers of power, paid bribes, issued a few well-chosen threats, and soon controlled a thriving criminal underground in Peroon and reaped a steady income from each Tethan harvest. Given all that, why kick about the occasional threatening Imperial missive from Teth's corrupt Moff? After the Empire's fall, the Hutts moved back to their best-preserved palaces. The flood of Imperial credits, they agreed, had made Teth a rather more interesting place—and all without a Hutt having to lift a stubby finger.

THYFERRA



Grid Location: L-14
Terrain: Forests, tropical jungles
Diameter: 10,221 km
Length of Day: 21 standard hours
Length of Year: 479 standard days
Population: 117 million
Sentient Species: Humans, Vratix
Species Mix: Vratix (72%), humans (28%)
Languages: Vratix, Basic
Government: Corporate plutocracy
Major Exports: Bacta
Major Imports: Technology, foodstuffs
System/Star: Polith/Polith

PLANETS	TYPE	MOONS
Polixi	Barren rock	0
Loxizhra	Desert	5
Polith Belt	Asteroid field	—
Thyferra	Terrestrial	2
Iqobal	Gas giant	54
Ferxani	Gas giant	33
Renas	Ice ball	3

Bacta is big business, and its manufacture and export revolve solely around Thyferra. This jungle world is the only place where the ingredients of bacta are produced naturally, and its insectile natives are the only ones who know its secrets.

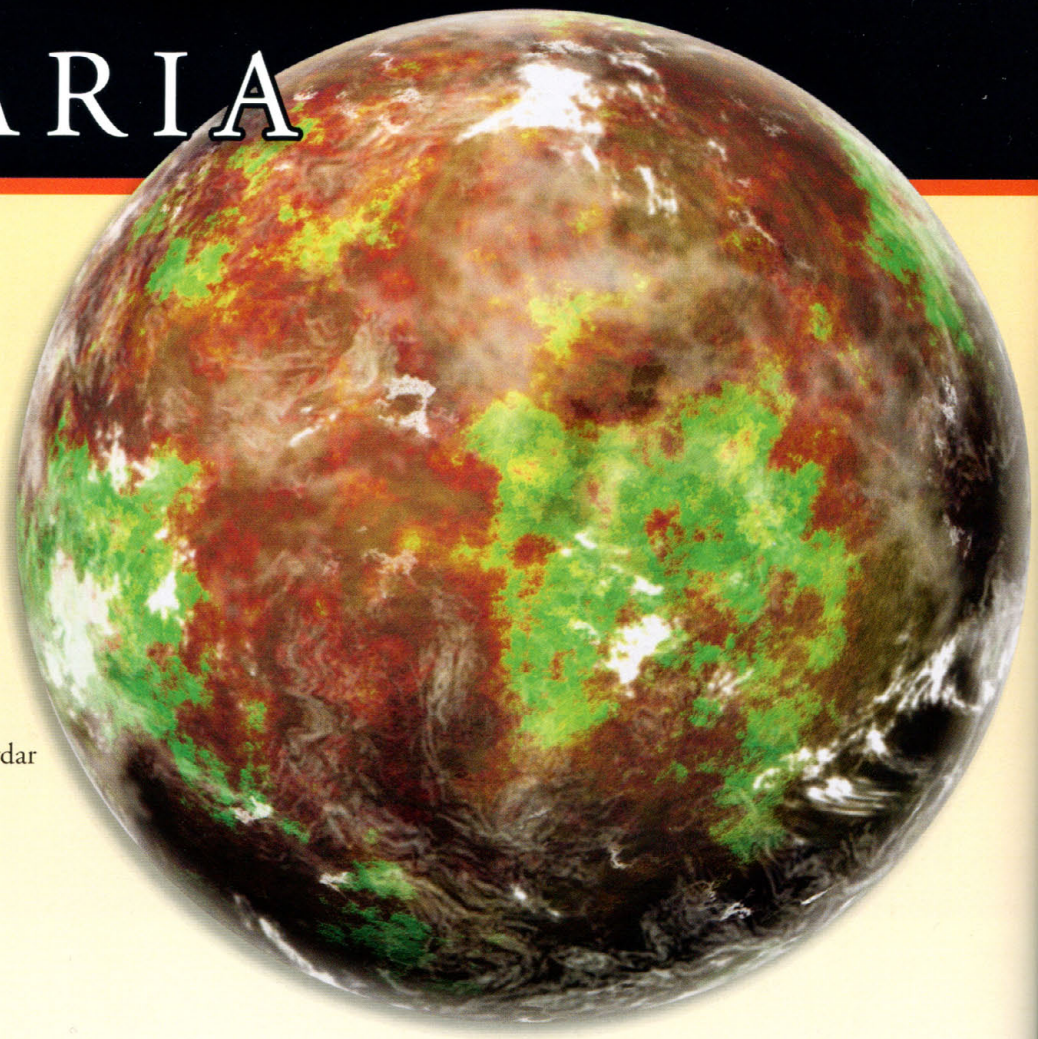
Situated in the Inner Rim along the Rimma Trade Route, Thyferra didn't rise to galactic prominence until a century before the Great Sith War, when the restorative properties of bacta became widely known. By mixing the plant alazhi with the chemical kavam, the native Vratix could produce a translucent ooze that promoted rapid cellular regeneration. Soon, human-run corporations moved in to monetize bacta distribution and compete with the medical standard of kolto. The two dominant players—Xucphra and Zaltin—became known as the Bacta Cartel.

The Vratix tolerated the relationship, preferring to work the kavam fields from their saliva-and-mud villages high in the tops of gloan trees. Most of Thyferra escaped rampant development, with the bacta-processing facilities built underground and the presence of only three spaceports, of which the capital Zalxuc City is the largest.

Yet some Vratix felt they had lost control of their destiny. A revolutionary group known as the Ashern Circle (or Black Claw) helped orchestrate the quiet coup of 32 BBY that ceded governmental control to the Vratix. This event—made possible by the revelation that Xucphra had sabotaged the bacta supply to drive up prices during the Stark Hyperspace War—ushered in a decade of freewheeling trade known as Alazhixazha, or the Thriving Season.

In 22 BBY the Clone Wars provided an opportunity for Xucphra and Zaltin to again seize control of Thyferra, a position they held until 7 ABY, when Ysanne Isard became Thyferra's Head of State with Xucphra's backing. The pilots of Rogue Squadron broke Isard's hold, simultaneously diminishing Xucphra's and Zaltin's dominance. The liberated planet became a member of the New Republic. The increased pull of Thyferra's natives backfired during the Swarm War of 36 ABY, when large groups of Vratix became Joiners in the hive-mind of the Killiks and temporarily ground bacta production to a halt.

TOYDARIA



Grid Location: R-11
Terrain: Swamps, lakes
Diameter: 7,900 km
Length of Day: 21 standard hours
Length of Year: 184 local days
Population: 11 million
Sentient Species: Toydarians
Species Mix: Toydarians (79%), Hutts (18%), other (3%)
Languages: Toydarian, Huttese, Basic
Government: Feudal monarchy
Major Exports: Foodstuffs
Major Imports: Foodstuffs
System/Star: Toydaria/Toydar and Little Toydar

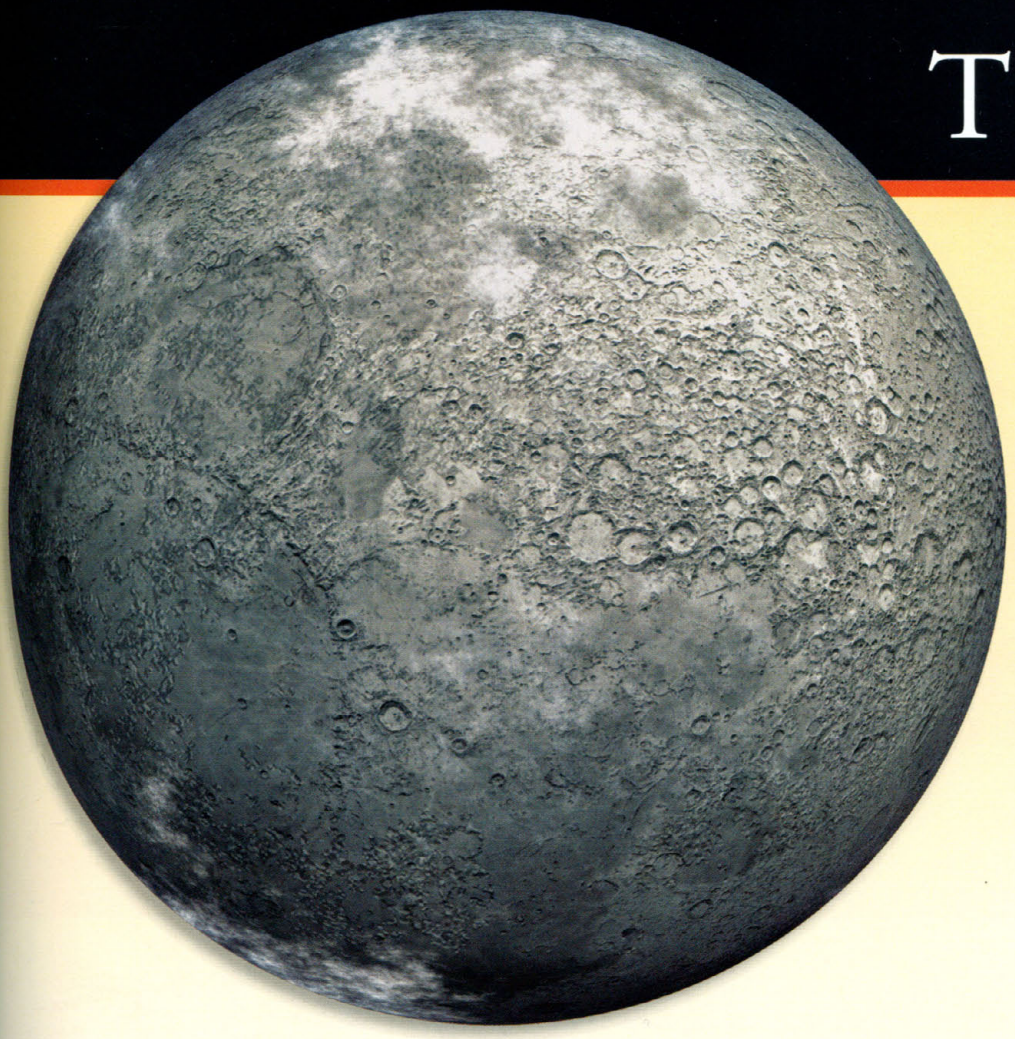
PLANETS	TYPE	MOONS
Credquant	Gas giant	4
The Scattering	Asteroid field	—
Nubisa	Hothouse world	1
Toydaria	Terrestrial	3
Ziux	Gas giant	24
Far Ziux	Gas giant	13
Fii	Barren rock	1
The Chase	Asteroid field	—

Toydaria is a mucky sphere in Hutt Space notable for its stagnant lakes, clouds of bugs, and mats of algae. That sounds perfectly hellish for humans and many other humanoids, but to native Toydarians it's paradise, and other worlds are bland, arid, and devoid of interesting smells. The pudgy Toydarians evolved to eat almost everything in their muck lakes, from fish to particularly succulent algae, and soon developed agriculture to feed their ever-expanding numbers. Toydarian monsoons and fungal diseases can often kill off a growing season's stock of nutrients, however, forcing Toydarians into struggles between clans and confederacies.

The Toydarians have been vassals of the Hutts for millennia, and often trade foodstuffs with other Hutt worlds. The Hutts find Toydaria's stinging insects oppressive, but occasionally visit Toydarian-run spas for therapeutic dips in algae and muck, or to hunt the dangerous predators known as grabworms. Hutt caravels are among the handful of craft allowed in Toydarian skies: Toydarians would rather fly than walk, and have banned speeders for safety's sake. Offworlders generally must make do with light-rail connections among Toydaria's cities.

Wily traders and born hagglers, Toydarians are common sights as Hutt servants or associates. Some have left Hutt Space to seek their fortunes in the larger galaxy. After being largely untouched by the ebb and flow of power in the larger galaxy, Toydaria was invaded by the Yuuzhan Vong as they swept across Hutt Space, and put up a surprisingly fierce resistance.

TRITON



Grid Location: M-18
Terrain: Desert
Diameter: 7,120 km
Length of Day: 18 standard hours
Length of Year: 285 local days
Population: 3 million
Sentient Species: Tritonites
Species Mix: Tritonites (97%), other (3%)
Languages: Tritonite, Basic
Government: Theocracy
Major Exports: None
Major Imports: None
System/Star: Triton/Triton

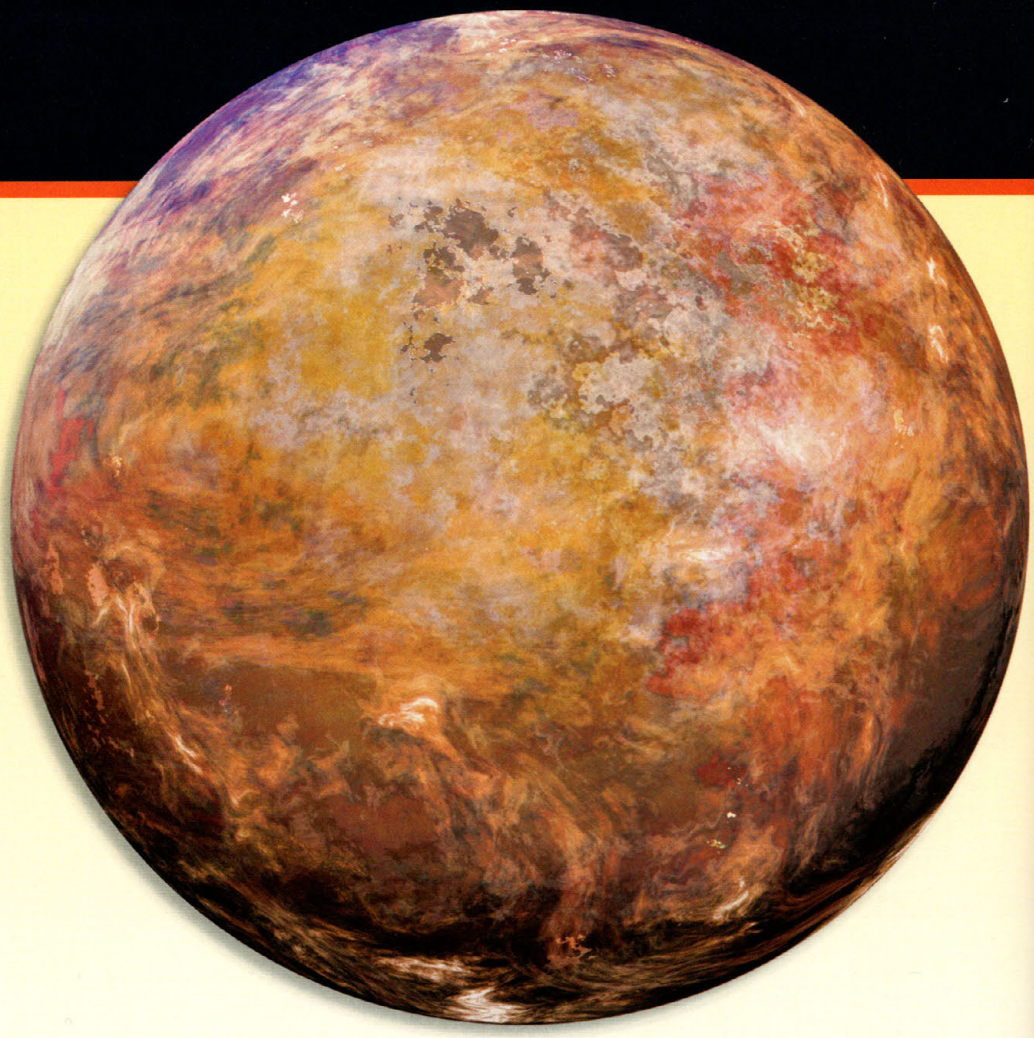
PLANETS	TYPE	MOONS
Triton	Terrestrial	3
Gactimus' Halo	Asteroid belt	—

A yellow desert world made dazzling by reflected sunlight from its baked hardpan expanse, Triton has nothing of interest to recommend it except its location at the choke point of a tangle of hyperspace routes in the Mayagil sector. Triton's three moons are a customs checkpoint for goods heading Rimward along the Rimma to the Sluis sector, Elrood, and the Minos Cluster. The Empire contracted the checkpoint's operations to the Tritonites, unwittingly creating one of the galaxy's unique locales.

At some point in the past, the insectile Tritonites developed an abstemious faith around the teachings of a mysterious figure named Gactimus. (Even the galaxy's best religious scholars disagree about who or what Gactimus was.) Tritonites offering travelers flimsiplast tracts of Gactimus are common sights in the galaxy's spaceports, but this ritual is nothing like what awaits on the Triton moons. There spacers must pay a customs-tithe on the value of their goods, a process that takes several days, during which the Tritonites recite tracts of Gactimus and attempt to recruit new acolytes for their faith.

Stimulants of any kind are banned on the Triton moons, leaving spacers stuck aboard their own ships or morosely sitting over distilled water and weak juice in one of the moons' cantinas—hence the spacer expression that an uninspiring night spot is "deader than a Triton moon." Still, Triton's decided lack of excitement has made it a destination for spacers trying to kick bad habits, as well as tourists interested in galactic oddities.

TUND



Grid Location: U-8
Terrain: Historic: jungles, rivers; current: radioactive wasteland
Diameter: 12,190 km
Length of Day: 48 standard hours
Length of Year: 1,770 local days
Population: Historic: 18 million; current: none
Sentient Species: Historic: Sith, Toongs; current: none
Species Mix: Historic: Sith (7%), Toongs (73%), other (20%); current: not applicable
Languages: Historic: Sith, Trammic; current: none
Government: Historic: magocratic cabal; current: none
Major Exports: None
Major Imports: None
System/Star: Tund/Tund

PLANETS	TYPE	MOONS
Tund	Terrestrial	0

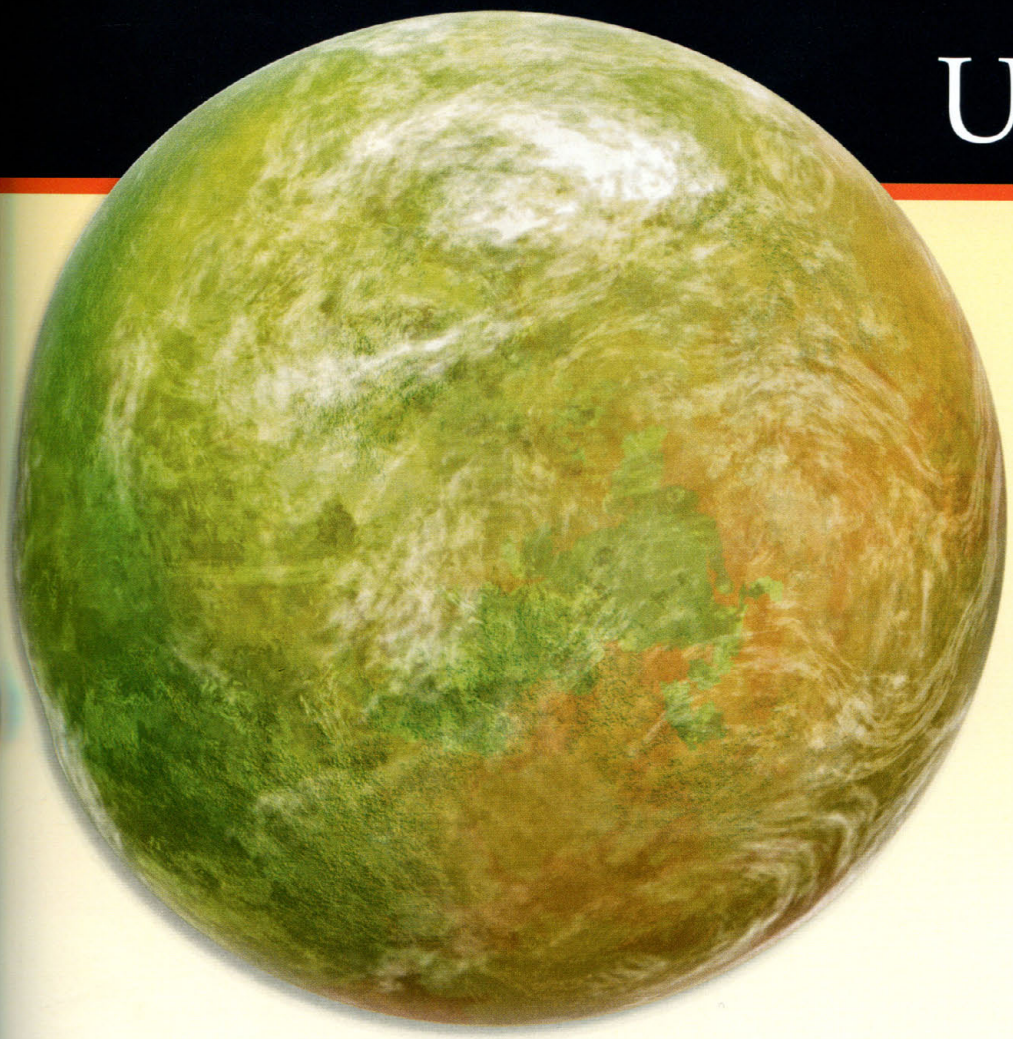
A hidden world of shadows and secrets, Tund once teemed with thick-leafed vines and hard-shelled arthropods, but is now a lifeless, irradiated scar. As far back as 28,000 BBY, following the liberation of the Sith species from Rakata slavemasters, Tund became a place of exile for Sith heretics. The planet's remoteness from the Sith Empire suggests that the vessel that first carried the exiles employed a Rakatan hyperdrive, and found Tund by zeroing in on a world with a strong Force signature.

Pure-blooded Sith inhabited Tund for millennia, with Sith–human hybrids arriving on the world after the Dark Jedi conquest of Sith space in 6900 BBY. Tund escaped the devastation visited on other Sith worlds following the Great Hyperspace War, and a unique sect of dark side Force-users eventually came into existence—the Sorcerers of Tund.

In 45 BBY a pair of comets struck nearby Toong'l, poisoning that world. Many Toong refugees settled on Tund, grateful for its deep jungles and low population count. The reclusive Sorcerers, however, didn't warm to their new neighbors, and reports of Toong persecution filtered out to the Republic Senate. Palpatine encouraged the public perception of the Sorcerers as self-important charlatans while his agents scoured the world for secrets of the pure Sith.

Tund's final day occurred sometime in 5 BBY, when Rokur Gepta—a tiny, snail-like Croke capable of projecting illusions—infiltrated the Sorcerers' ranks and stole their dark side lore. Gepta then wiped out his perceived competition, killing every living being on Tund with a mysterious "green fire" contained within an electromagnetic torpedo.

UTAPAU



Grid Location: N-19
Terrain: Scrublands, sinkholes
Diameter: 12,900 km
Length of Day: 27 standard hours
Length of Year: 351 standard days
Population: 95 million
Sentient Species: Pau'ans, Utai
Species Mix: Utai (70%), Pau'ans (30%)
Languages: Pau'an, Utai, Basic
Government: Corporate
Major Exports: Ore, starships
Major Imports: Foodstuffs, technology
System/Star: Utapau/Utapau

PLANETS	TYPE	MOONS
Persoro	Searing rock	10
Taktos	Searing rock	4
Unistros	Terrestrial	0
Utapau	Terrestrial	9
Flauss	Poisoned rock	0
Barbilly	Gas giant	8
Chem	Gas giant	4

Utapau is a lonely outpost in the Outer Rim, stuck between major hyperlanes in a quiet eddy that guarantees its isolation. From above, it appears to be a lifeless wasteland of dust and scrub, but the deep shafts that hole the planetary crust provide rich, vertical habitats.

Two intelligent species share Utapau. The lanky Pau'ans administer the port facilities and dominate local government; their longevity has given them the nickname of "ancients." The bug-eyed Utai are called "shorts" for their small stature, and commonly work as stable wranglers, as windmill operators, and in other hands-on professions required to keep Utapau running.

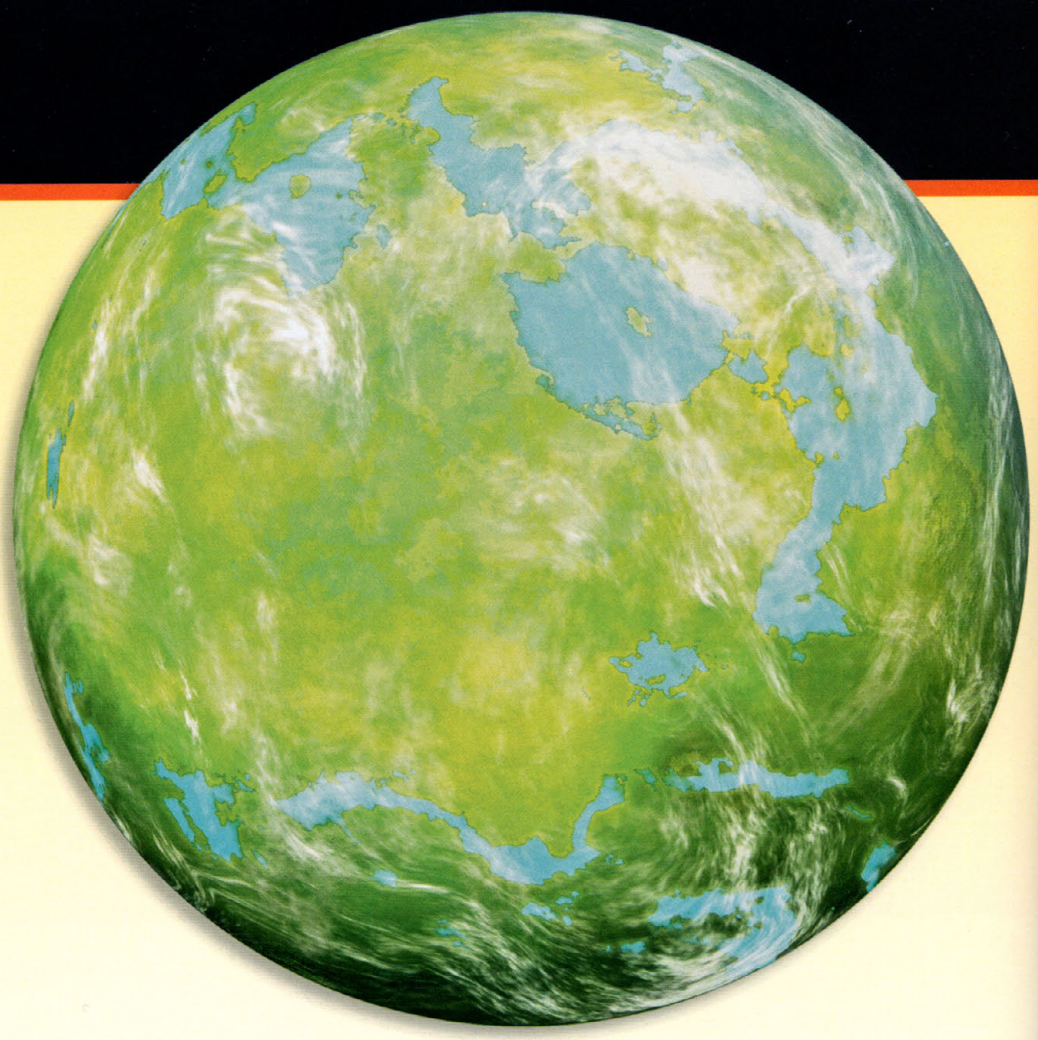
Formerly separated by geography, the two societies integrated when surface hyperwinds forced the Pau'ans to seek deep cover. The walls of the inhabited sinkholes are now studded with residential structures, landing pads, and power stations, all exhibiting an occasionally jarring blend of Utai and Pau'an architectural styles.

The surface of Utapau is bone-dry. All water is locked in an underground ocean stretching from pole to pole. The subterranean spaces carved by this mass of water are responsible for creating the surface sinkholes, as well as vast caverns of exposed ore. Animals exist on every elevation of the ecological column, from deep-dwelling, aquatic nos monsters to long-winged dactillions that ride the thermals, with lizard-like varactyls scampering up and down the walls.

The capital of Utapau, Pau City, is the home of Buuper Torsckil Abbey Devices, which manufactures the Porax-38 starfighter for the Utapauan Skyforce. But the inhabitants have always preferred neutrality to fighting, and stayed out of the Clone Wars until General Grievous moved the Separatist Council there. Pau City port administrator Tion Medon welcomed Obi-Wan Kenobi's clone forces, and Utapauan warriors helped them unseat the Separatist presence.

But the Republic troops quickly became an occupying army. (It would later be revealed that Palpatine established one of his secret storehouses on the planet.) Medon and his successors answered first to an Imperial Moff, and later to the humans of the Fey family. After the Battle of Endor, a newly freed Utapau joined the New Republic.

YAVIN



Grid Location: P-6
Terrain: Jungle, rain forest
Diameter: 10,200 km
Length of Day: 24 standard hours
Length of Year: 4,818 standard days
Population: No permanent population
Sentient Species: None
Species Mix: Not applicable
Language: None
Government: None
Major Exports: None
Major Imports: None
System/Star: Yavin/Yavin

PLANETS	TYPE	MOONS
Fiddanl	Searing rock	0
Stroiketcy	Captured comet	0
Yavin	Gas giant	26

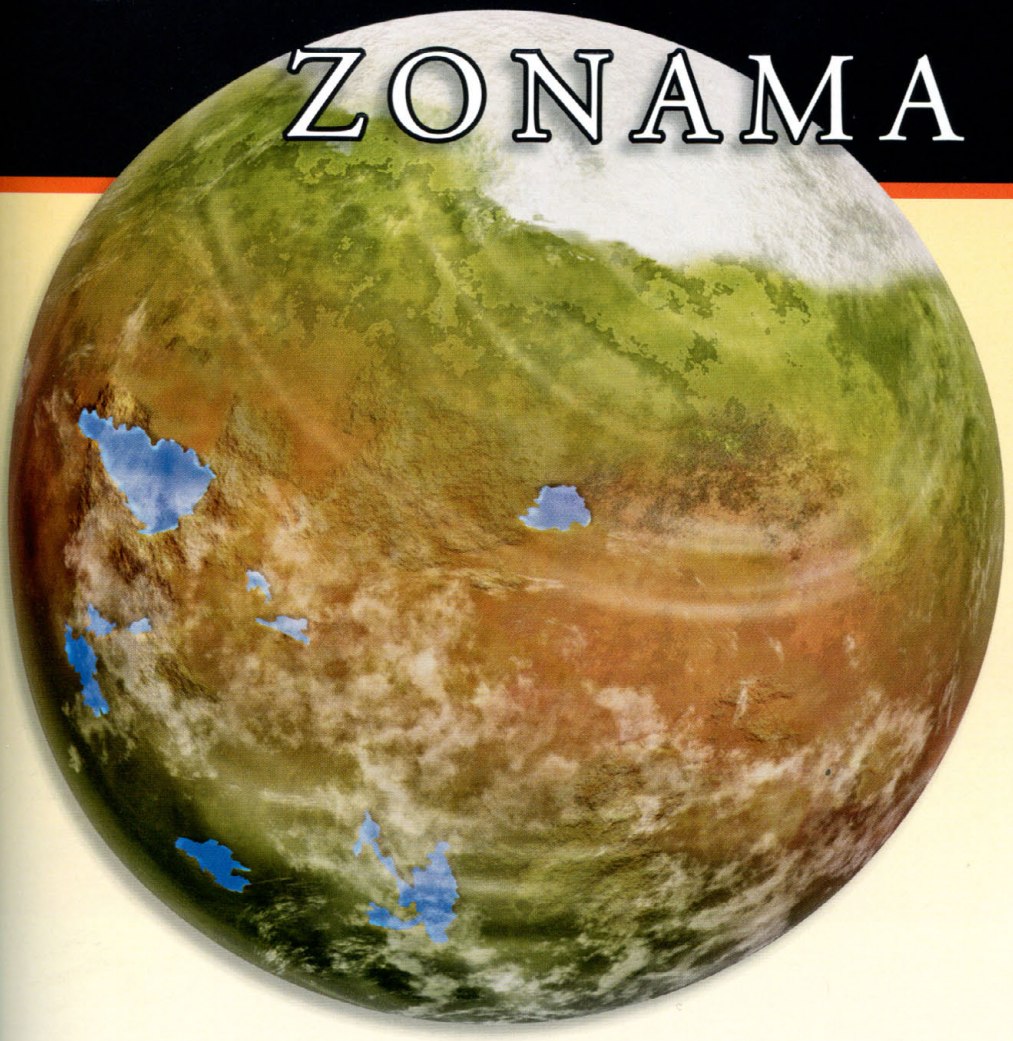
Yavin 4 is a jungle moon in an unremarkable system far from busy space lanes. Yet if the Force has a will, Yavin 4 must be one of its favorite fulcrums. Several events on or near Yavin 4 have shaken the galaxy: a climactic battle between the Jedi and the Sith; the Rebel raid that destroyed the first Death Star; the birthplace of a new Jedi Order to support the reborn Republic; and the founding of a heresy that would one day help derail the Yuuzhan Vong invasion.

If not for its history, Yavin 4 would be of interest chiefly for its abundance of life. The moon is covered with Massassi trees, which feature huge crowns and upsweeping branches. These great trees support climbing ferns and nebula orchids, and their bark and leaves create thick mulch that nourishes blueleaf shrubs. Woolamanders, whisper birds, stintarils, anglers, piranha-beetles, and runyips live here, along with strange creatures descended from ancient Sith experiments.

Yavin 4 was first settled by the Sith Lord Naga Sadow and his minions, among them the Sith warriors known as the Massassi. At the end of the Sith War, the Jedi chased the renegade Exar Kun to Yavin 4 and burned off much of its jungle cover in an orbital bombardment, later reversing some of the damage by establishing a subterranean terraforming station. The Jedi also expunged all record of the moon—then beyond the galactic frontier—in an effort to end its evil legacy. Hyperspace scouts from the Hydian Way rediscovered the system, which was the site of a brief rush on Corusca stones found in the depths of the gas giant Yavin. During the Galactic Civil War, Rebels abandoning Dantooine established a new base in the abandoned Great Temple of the Massassi. They were tracked there by the Death Star, but Luke Skywalker destroyed the battle station with a well-placed shot from his X-wing starfighter.

Yavin 4 was soon abandoned. It remained little-visited for more than a decade, until Skywalker returned to establish a Jedi academy on the jungle moon. The academy endured for more than ten years. Then the Yuuzhan Vong established it as a colony for their Shaper caste. While trapped on Yavin 4, the Jedi Anakin Solo helped redeem a Yuuzhan Vong Shamed One, inadvertently giving rise to a *Jeedai* cult that would one day undermine the invaders' beliefs.

ZONAMA SEKOT



Grid Location: F-9*
Terrain: Rain forests, mountains, rivers
Diameter: 11,000 km
Length of Day: Varies
Length of Year: Varies
Population: 2 million
Sentient Species: Yuuzhan Vong, Ferroan, Langhesi
Species Mix: Yuuzhan Vong (80%), Ferroan (8%), Langhesi (3%), other (9%)
Languages: Yuuzhan Vong, Ferroan
Government: Elected meritocracy
Major Exports: None
Major Imports: None
System/Star: Varies

PLANETS	TYPE	MOONS
Zonama Sekot	Terrestrial	0

**varies*

Zonama Sekot is one of the most bizarre sights in a galaxy of wonders. Capable of hyperspace travel, this rogue planet wanders the space lanes under the guidance of its own self-aware intelligence.

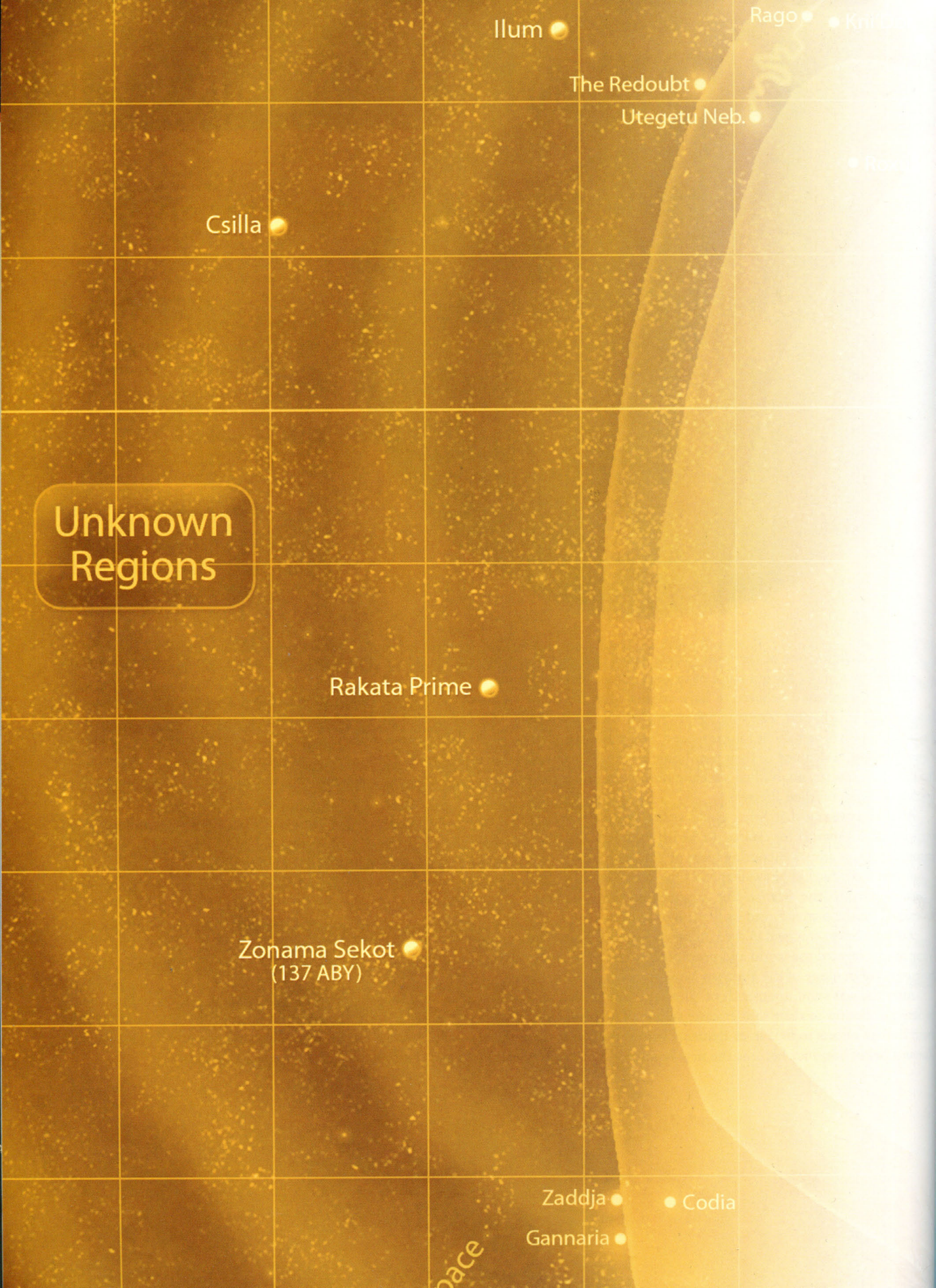
The green sphere is believed to have originated in the home galaxy of the Yuuzhan Vong, grown from a seed of the species' original homeworld, Yuuzhan'tar. Zonama Sekot crossed the intergalactic void and settled in the Outer Rim, its tangled jungles of bora trees providing an inviting habitat for exotic and barely glimpsed fauna. In 89 BBY followers of the discredited Jedi Potentium sect settled on Zonama Sekot, welcomed to their new home by the planet's telepathic intelligence. The colonists, primarily drawn from the Ferroan and the Langhesi species, established a local government under the rule of a Magister, and worked with Sekot to "grow" virtually everything needed to maintain their lifestyle.

After discovering that Sekot could create organic starships that could outrace any Republic interceptor, the colonists popularized their world as a market for exotics. In 30 BBY the Jedi Knight Vergere came to Zonama Sekot during the world's stay in the Gardaji Rift, encountering an advance scouting force of Yuuzhan Vong. She left with the aliens to spare Zonama Sekot their violence.

A year later, Anakin Skywalker and Obi-Wan Kenobi came to the planet. Anakin bonded with a cluster of bora seed-partners to grow a custom starship, the *Jabitha*. But close behind the Jedi came Commander Tarkin and a Republic battle group, and the damage they unleashed on the planet forced its flight into hyperspace.

Zonama Sekot emerged in the Unknown Regions' Klasse Ephemora system and remained there until 28 ABY, when Jedi and Yuuzhan Vong agents located the world and prompted its return to civilized space. Zonama Sekot entered close orbit around Coruscant, inspiring religious awe in many of the Yuuzhan Vong warriors fighting there.

After the war's end, thousands of Yuuzhan Vong settled on Zonama Sekot and founded the village of La'okio, hoping to build a new society not bound to their former caste system. The planet withdrew a safe distance from the Galactic Alliance in order to shield itself from Bothan efforts to find it, as elements within Bothan society hoped to take revenge on the Vong under the genocidal vow of ar'krai. Zonama Sekot has since become the new homeworld of the Yuuzhan Vong and the center of their resurgent population.

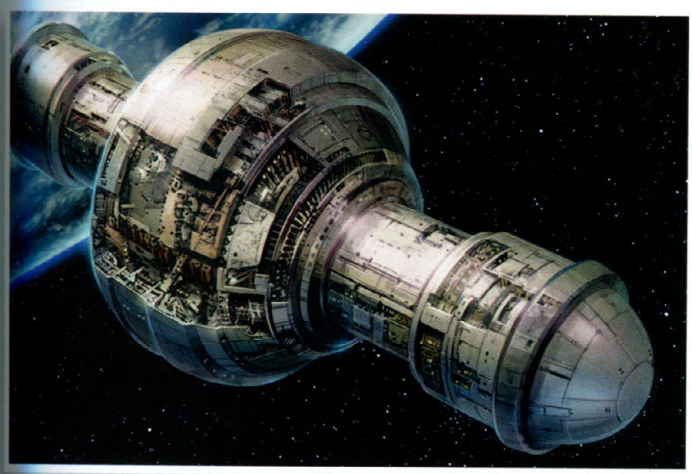

Rago
Ilum
The Redoubt
Utegetu Neb.
Csilla
Unknown Regions
Rakata Prime
Zonama Sekot
(137 ABY)
Zaddja
Codia
Gannaria

PART III

THE ATLAS OF GALACTIC HISTORY

BEFORE THE REPUBLIC

Despite the claims of many on Coruscant, history didn't begin with the Republic. Though it lasted twenty-five thousand years, the Republic is but the most recent of an unknown number of star-spanning kingdoms that have laid claim to vast sweeps of the galaxy's spiral. In the absence of historic records, these vanished civilizations are best understood by the artifacts they left behind. No objects are more spectacular than those created by the Celestials.



Building Centerpoint Station

Almost nothing is known of the Celestials other than their demonstrable and nearly immeasurable levels of power. The mysterious aliens, also called the Architects for the permanence of their cosmological constructions, are believed responsible for building the Corellian system, the Vultar system, the Hapes Cluster, the Kathol Rift, and the Maw black-hole cluster. Leftover Celestial machinery, such as Centerpoint Station and the Cosmic Turbine, can manipulate gravity on a titanic scale with tractor beams, repulsor pulses, and hyperspace wormholes. The Celestials exploited the Killiks of Alderaan as laborers, and may have frightened the Sharu civilization into regressing into primitivism. No trace of the Celestials can be found after 30,000 BBY, when the Rakatan Empire reached its peak.

The following societies shared the galaxy with the Celestials circa 100,000 BBY, though their borders have been extrapolated from inconclusive evidence.

The Gree. Land-dwelling cephalopods with a xenophobic mistrust of outsiders, the Gree claimed a region of space around the planet Gree in the galactic northern quadrant. Popularly called the Gree Enclave, the territory linked each of its planets via hypergates—permanent structures that bored tunnels through hyperspace to enable near-instantaneous travel between two fixed locations. A greatly shrunken Gree Enclave still exists in the modern era, but the secrets of the hypergates have been lost.

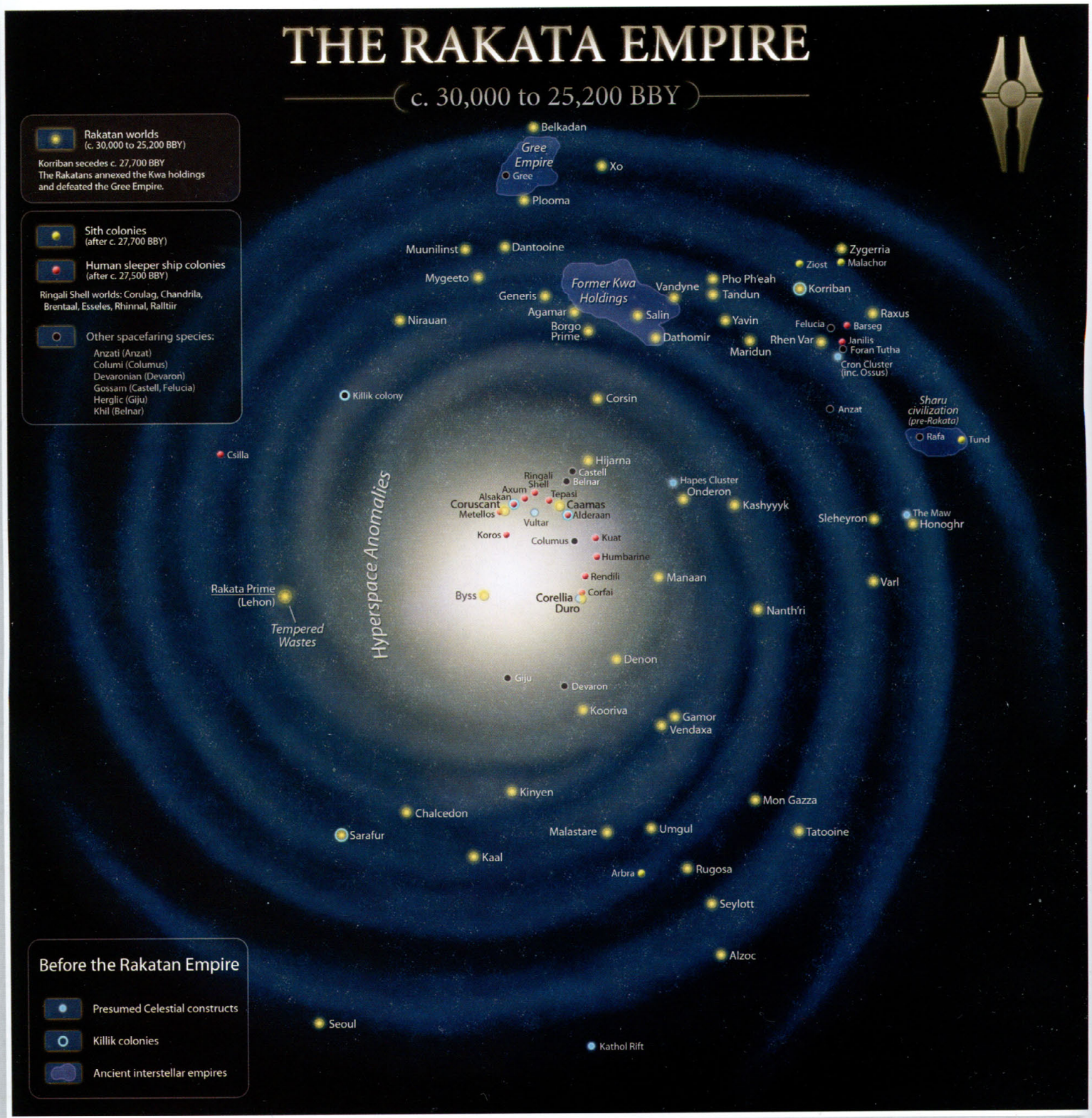
The Kwa. These bipedal reptilians native to Dathomir employed Infinity Gates (similar to those of the Gree) to travel from world to world, with the gates housed within structures known as Star Temples. The gates could also unleash waves of destructive energy based on a Celestial principle, and this ultimate weapon brought them into territorial conflict with the Gree.

The Sharu. Isolated from the wars in the northern quadrant, the humanoid Sharu laid claim to the Rafa system and the surrounding Centrality region. A brief expansionist period saw them plant their indestructible pyramids as far Coreward as Aargau—actions that may have attracted the attention of the Celestials. The Sharu later buried the cities of their home system and drained their intellects, presumably in a last-ditch effort to escape Celestial attention.

The Columi. Sporting oversized craniums and atrophied bodies, the Columi had achieved intellectual perfection by the time of their first extrastellar surveys. Their own records report encounters with "primitives" on Coruscant and Duro and a disappointed return to Columus. It is equally possible that the Columi followed the example of the Sharu, checking their expansion to escape retribution from the Celestials.

The Killiks. Originating on Alderaan and then seeded up and down the Perlemian by the Celestials as slave laborers, these insects absorbed members of all major pre-Republic empires into their collective hive-mind—and thus provide the best window on this era for modern anthropologists. The Killiks vanished from the known galaxy circa 30,000 BBY, relocated beyond the veil of the Unknown Regions (presumably by the Celestials).

Humans and Taungs. The human species is believed to have originated on Coruscant, known as Notron in the millennia prior to the erection of its sparkling ecumenopolis. Humans, who made up the thirteen Nations of Zhell, fought the gray-skinned Taungs during this time, triggering a volcanic eruption that nearly wiped out both species. The battle has been memorialized in the epic poem Dha Werda Verda.



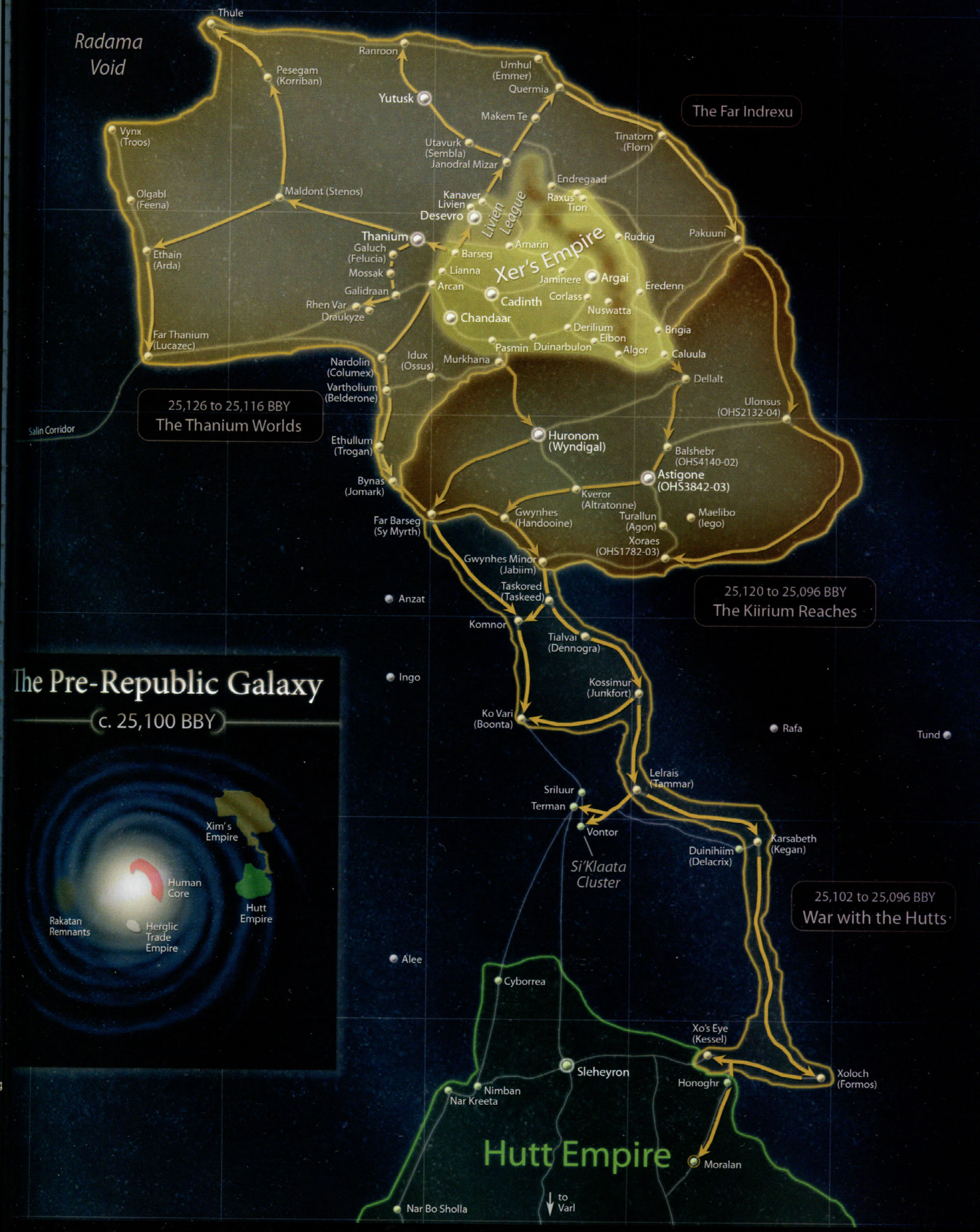
The Rakatan Infinite Empire

By 30,000 BBY, Celestial influence had waned sufficiently to allow for a new galactic power at center stage. The Rakatans fanned out from Lehon with Force-based hyperdrives, and their vessels hopscotched among worlds that possessed strong Force signatures. The Rakatan Infinite Empire encompassed points as distant as Corellia, Honoghr, Generis, Hijarna, Xo, and Dantooine, though vast tracts of territory between those remote holdings remained untouched. These gaps allowed other interstellar confederations to flourish on a smaller scale. Circa 27,000 BBY the Devaronians and the Gossams both experimented with the tumble hyperdrive, which allowed risky jumps of uncontrolled length and duration.

The Rakata fought bitterly against their major rivals, pushing the Gree back to their home cluster and all but exterminating the Kwa. Dathomir became a possession of the Infinite Empire, with rancors transported back to Lehon as curiosities. The victorious Rakata proved to be manipulative and cruel caretakers, enslaving humans, Duros, Selonians, and Drall for millennia and meddling with the ecosystems of worlds from Kashyyyk to Tatooine. After nearly five thousand years of dominance, the Rakatan Empire collapsed due to plague, which weakened their hold and permitted a colonial slave revolt in 25,200 BBY.

THE CONQUESTS OF XIM THE DESPOT

25,127 to 25,096 BBY



The Pre-Republic Galaxy

c. 25,100 BBY

Xim and the Tion

Even in the midst of their occupation by the Rakata, ambitious Coruscantis experimented with vessels capable of reaching distant stars. Early "generation ships" traveled entirely at sublight and took centuries to reach their target destinations. "Sleeper ships" came into use after the discovery of carbonite ore in the Koros system allowed crews to make their journeys preserved in suspended animation. Sleeper ships used rudimentary dimensional drives to ripple space for faster-than-light travel, but reaching other worlds still took decades or centuries. In this fashion humans settled Kuat, Alderaan, and other worlds in the Core. More distant colonization missions often dropped out of sight, including—at least according to Coruscant's records—the sleeper ships that set out to tame the Tion Cluster circa 27,000 BBY. The Tionese settlers built a new society, and after a few centuries its people no longer remembered the world from which their ancestors had come.

While the Corellians and Duros invented hyperspace cannons, the Tionese exploited their continued contact with Rakatan castoffs to develop a unique hyperdrive that permitted transit between fixed-position navigational beacons. This "lighthouse network" kept the Tionese isolated from the Core, yet soon butted them up against the borders of another Rim empire—that of the Hutts.

Around 25,120 BBY Xer VIII—Tionese nobleman by birth and pirate by profession—undertook a mission of conquest known as the Cronese Sweeps. The subjugation of pocket kingdoms left Xer in possession of a muscular Tionese empire with a unified Kingdom of Cron as its centerpiece.

Xer VIII's heir, the pirate Prince Xim, followed on his father's triumphs. Xim's rule began in 25,130 BBY, when he initiated a campaign to conquer the Livien League. With his rule soon stretching from the Radama Void to the Maw cluster, Xim flaunted his prosperity with palaces on Argai and Raxus, treasure vaults on Dellalt, and a statue to his glory on Desevro. Xim's reign represented the height of power for the Tionese empire, until the despot overreached by lunging into Hutt Space.

Beginning in 25,100 BBY Kossak, head of the Hutt clans, drew Xim into three battles centered on the planet Vontor. In the third of these battles, Xim anticipated a quick victory with his legions of war robots, but suffered a crushing loss when Kossak sprang a surprise—hundreds of thousands of Nikto, Vodran, and Klatooinian warriors, all bound to permanent Hutt servitude days earlier under the Treaty of Vontor. Captured and paraded in chains through the thoroughfares of Varl, Xim lived out his final days as a prisoner in Kossak's dungeons.

The Tionese suffered under the subsequent Hutt invasion, and didn't take up arms against the Republic until 24,000 BBY, when the Tionese War turned the Perlemian Trade Route into a battle corridor. Navies traded blows above Coruscant and Desevro, but the Tionese crumpled after a century of combat and sued for peace.

Origins of the Jedi and Sith

It is impossible to imagine the Republic without the Jedi. The ancient Order served as the guardian of peace and justice for the entirety of the Republic's twenty-five thousand years, and the two institutions died together when Palpatine instituted the first Galactic Empire.

The Force exists outside of any single interpretation. Prior to the rise of the Jedi, philosophers plumbed the secrets of the universal energy field on planets from Had Abbadon to Ondos and Palawa. Many of these traditions focused on the cosmic prophecies discernible through the unifying Force, or the empathic vitality of the living Force. The planet Tython, in the Deep Core, provided the first-known conflict between the Force's light and dark sides.

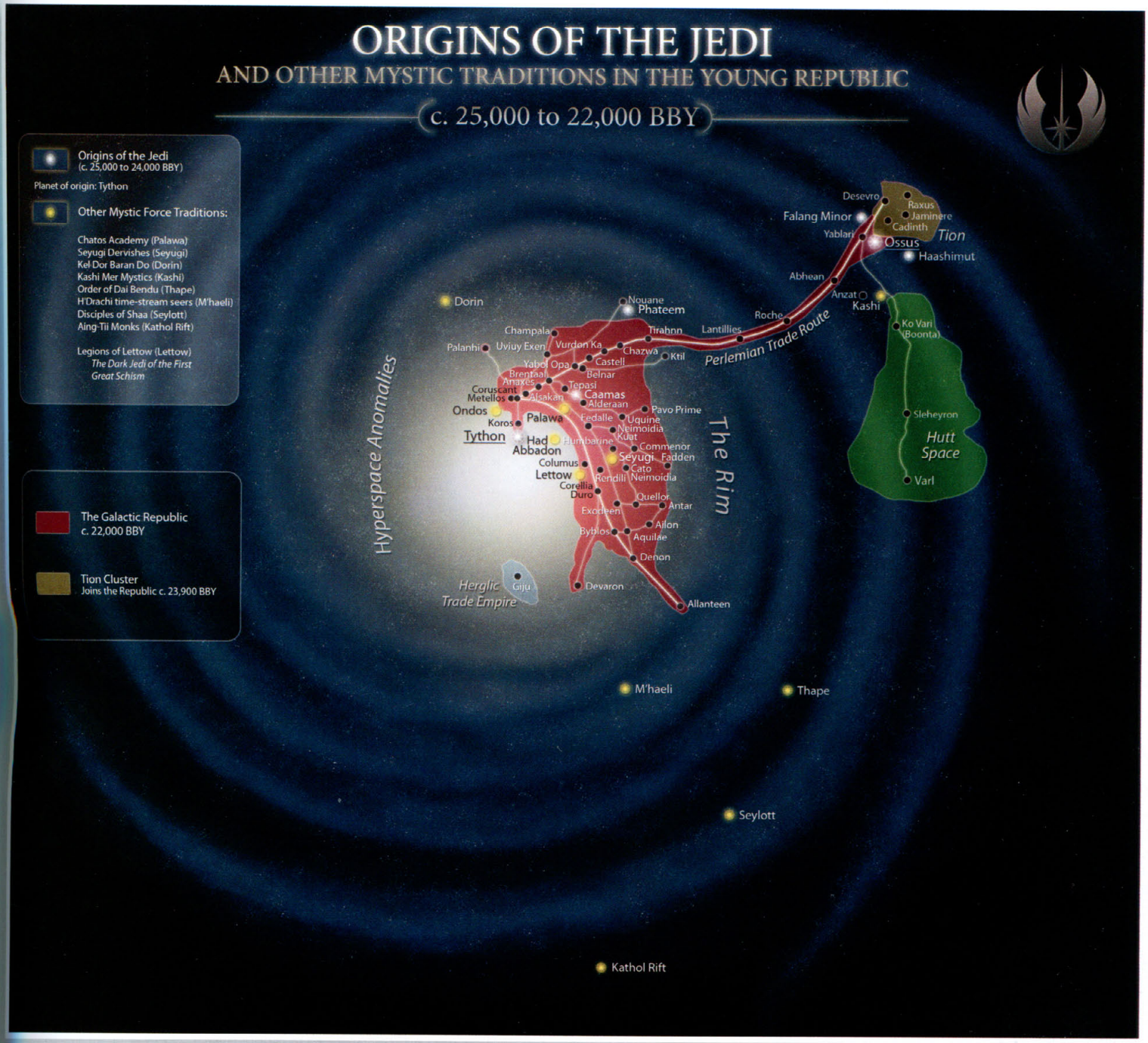


Followers of the light and dark sides of the Force have been at odds for thousands of years.

Disciples of the light side (the Ashla) fought the followers of the dark side (the Bogan) in what is now known as the Force Wars. Combatants on both sides used metal-bladed swords strengthened through the Force, and constructed the first lightsabers after offworld visitors shared their laser technology. The more proactive Ashla warriors left Tython for good, accompanying the offworlders home along a hyperroute soon erased by the Deep Core's churning stars. These crusaders became the Jedi Knights, and established their headquarters on Ossus (at that time the most distant world known to the Republic). From their outpost, the Jedi protected Slice colonists and defended Coruscant from Rimward threats.

After several centuries a split fractured the Order. The First Great Schism occurred when the Jedi Knight Xendor founded a dark side splinter faction known as the Legions of Lettow. The battles that followed occurred on Ossus, Coruscant, Brentaal, Chandrila, and Metellos. Xendor died in battle on Columus, and leadership of the Legions fell to Palawan adept Arden Lyn until a Jedi Master knocked her into a state of near-death stasis.

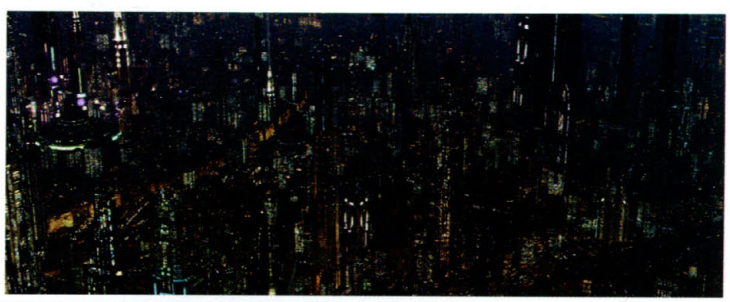
Elsewhere in the galaxy, the humanoid aliens known as the Sith built a pre-industrial society on Korriban, fighting off an incursion by the Killiks circa 30,000 BBY. The Sith had already discovered the depths of the Force's power, specifically the mainlining of rage and revenge that led to the dark side. The Rakata invaded Korriban around 27,700 BBY, but found a population quite able to defend itself against Force-based technology. The Sith King Adas routed the invaders, then used their captured starships to reach Ziost, Malachor, and Tund. Many millennia would pass, however, before a band of fallen Jedi would conquer Korriban and transform Sith traditions to turn their Order into the Jedi's opposite number.



GALACTIC EXPLORATION

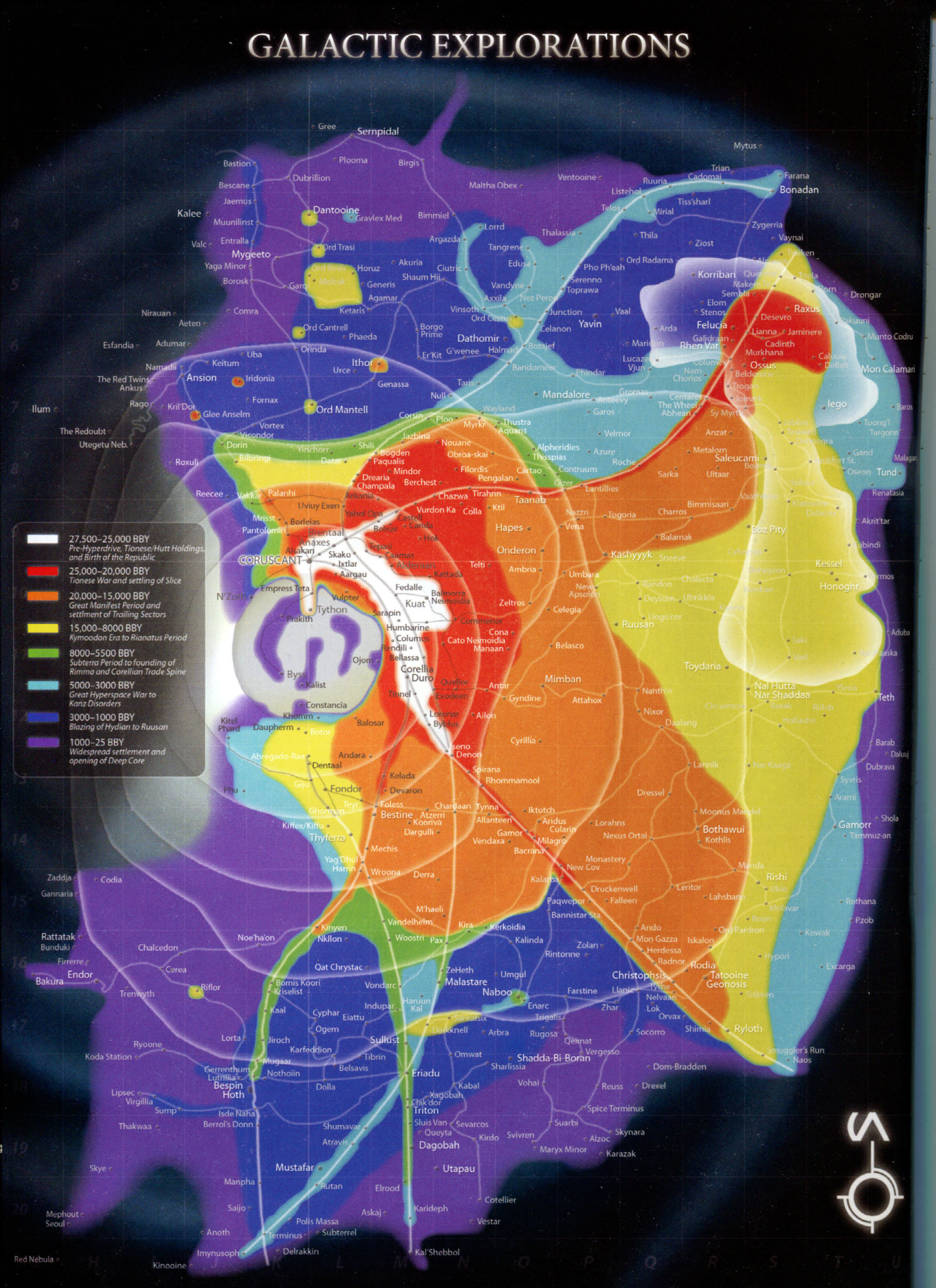
The Republic's Expansionist Period coincided with the foundation of the Republic itself. In 25,000 BBY Coruscant assembled sundry states under the precepts of a single Galactic Constitution. The founding members, all within the Core, included political players (Coruscant, Corellia, Duro, Alsakan, Kuat, Alderaan), military strongholds (Axum, Esseles, Anaxes, Rendili), emerging commerce hubs (Brentaal, Tepasi, Humbarine), and worlds important to the medical, diplomatic, and philosophical arts (Chandrila, Caamas, Rhinnal, Shawken). The cetacean Herglics built up their own trading empire around Giju in the southern quadrant, but contact between the two civilizations remained minimal.

As the Republic pushed deeper into the Rim, trading stations and nav buoys appeared as far out as Kalarba—sparking the first wars with the Tion Cluster and Hutt Space. After its military successes, the Republic swelled with more territory than it could immediately govern, because independent states were clamoring for inclusion as protection against the Hutts. The year 20,000 BBY marked the start of the Great Manifest Period and the widespread colonization of the Slice. Most of the Slice's wedge in the



Coruscant

GALACTIC EXPLORATIONS



Colonies and Inner Rim had been settled by 20,100 BBY, and by 18,000 BBY the complexity of interstellar commerce necessitated the creation of the Bureau of Ships and Services (BoSS).

Coruscant and Corellia took the choicest cuts from transactions occurring along the Perlemian Trade Route and Corellian Run, prompting rising resentment from Alsakan. The first Alsakan Conflict took place in 17,000 BBY, and what began as a shipping blockade ended in a shooting war. BoSS legislation settled the matter, but the Alsakan Conflicts would continue in abbreviated form for millennia.

Seventeen thousand BBY also ushered in the Indecta Era, remembered for the influx of strange alien species taken in from the wild Rim territories. Some populations, such as the Xexto of Troiken, became helpless subjects of genetic experimentation by the mad scientists of Arkania. Others seemed unstoppable. In 15,500 BBY scouts stumbled across a nest of Star Dragons near Murkhana, and a misunderstanding between the two groups led to the Duiongwuin Contention. The fire-breathing beings laid waste to Coruscant's cityscape until Supreme Chancellor Fillorean brokered a peace.

The Kymoodon Era began circa 15,000 BBY, opening another boom on par with the Great Manifest Period. Some of the galaxy's most prestigious starship manufacturers trace their origins to this era, when advances in hyperdrive technology allowed odd branches of colonization to sprout up in the unexplored northern and southern quadrants. Small pockets of space grew around Mantooine and Sestooine (in the north) and Heptoonie and Aplooine (in the south). The Herglic Trade Empire joined the Republic circa 13,000 BBY, bringing a flurry of development around the Hidakai Pool (better known in later centuries as the mouth of the Rimma Trade Route).

Exploration took a backseat to conquest during the Pius Dea Era (12,000–11,000 BBY). Supreme Chancellor Contispex commissioned the first of many crusades against outlying alien cultures, undoing millennia of cultural integration. Persecuted aliens fled to Hutt Space, turning the Rimward Slice into a staging area for soldiers and a playground for war profiteers. Ordnance/Regional Depots proliferated during the crusades, maintaining a visible Republic presence in the face of unknown alien threats in Wild Space.

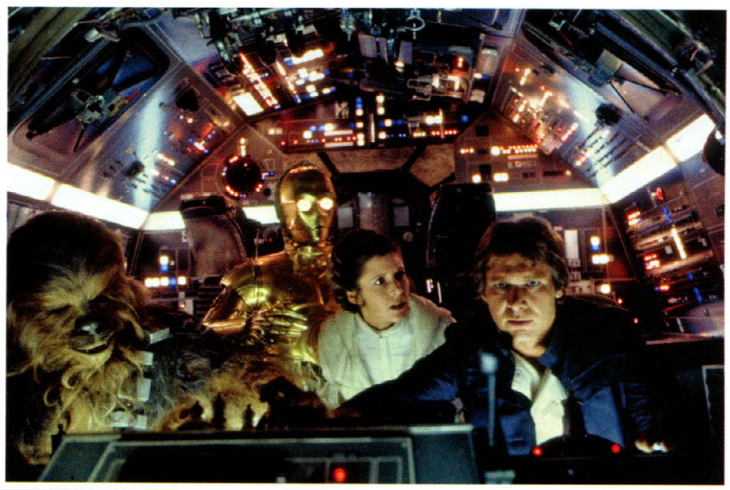
The Ductavis Era (11,000–9000 BBY) is known as a time of rebuilding following the territorial losses of the crusades. During the subsequent Rianatus Period (9,000–8,000 BBY), a Hutt even served as the Republic's Supreme Chancellor for a 275-year term.

The Subterra Period (8000–7000 BBY) saw new mapping of the galactic southern quadrant, with colonies such as Malastare serving as anchors for short hyperlane snippets dubbed praediums. Scouts also built the supply lines linking the galactic disk to the satellite galaxy of the Rishi Maze. These territories expanded the Republic's reach, but their inaccessibility promoted lawlessness in the Rim and an erosion of Coruscant's authority. This is believed to have contributed to the dark side uprising in 7000 BBY known as the Hundred-Year Darkness.

During the Manderon Period (7000–5000 BBY), a trio of discoveries stretched the boundaries of known space. The exiled Dark Jedi survivors of the Hundred-Year Darkness discovered the Sith Empire in the unexplored Rim north of the Perlemian. In the southern quadrant (circa 5500 BBY), the Herglics and Givin linked hundreds of preexisting praediums to inaugurate the Rimma Trade Route. Simultaneously, scouts from Corellia blazed the Corellian Trade Spine—adding yet another new spoke to the Republic's network of super-hyperlanes.

MAJOR TRADE ROUTES

Hyperspace is an alternate dimension (similar to subspace and otherspace) accessible only through hyperdrive technology. By taking shortcuts through hyperspace, starships can cross light-years in minutes. The journey is choked with hazards, however, since objects in realspace project "shadows" of themselves into hyperspace—perilous disturbances directly proportional to their creator object's mass and gravitational pull. Hyperspace is also riddled with eddies, currents, and inexplicable anomalies. At best these phenomena will force a ship into realspace prematurely; at worst the wreckage won't yield a piece large enough to make a positive ID for one's next of kin.



The Millennium Falcon *prepares to jump to hyperspace.*

Clear and stable paths through hyperspace, known as hyperroutes or hyperlanes, are the bedrock of travel, communications, and commerce. There is no standard nomenclature for hyperlanes. Many—from the Corellian Run to the Hyabb-Twith Corridor—are named for a major star system on the route or for systems they connect. Some—Myto's Arrow and the Hydian Way—honor scouts who played a major role in their discovery. And others—such as the Vaathkree Trade Corridor and the Balmorra Run—are acknowledgments of a route's popularity with spacers of a given species or planet of origin. Following are noteworthy routes that have helped shape the settlement, commerce, or military campaigns of the known galaxy:

The Koros Trunk Line. The first generation ships reached the Deep Core world of Koros during the pre-Republic era, finding carbonite that allowed crews to be preserved in suspended animation aboard dimensional-drive sleeper ships. After the development of hyperdrive, the route linking Koros with Coruscant carried so much ore that it became known as the Carbonite Pipeline.

The Perlemian Trade Route. One of two super-hyperroutes blazed after the development of the modern hyperdrive in 25,000

BBY, the Perlemian forms the northern border of the Slice and linked Coruscant, Ossus, and the worlds of the Tion Hegemony. Civilizations and colonies far up the Perlemian appealed for protection from Coruscant against the Tionese and Hutts, fueling a quick expansion of the young Republic. Succeeding generations extended the Perlemian segment by segment, and the route now empties in Wild Space at the galaxy's fringe.

The Corellian Run. The other super-hyperroute founded in 25,000 BBY, the Corellian Run ensured the economic dominance of Corellia within the emerging Republic and formed the southern border of the Slice. With the two routes established, it was far easier to explore in and around the Slice's slab of stars than to strike off on some uncharted vector, causing a population boom within the eastern quadrant and accounting for the galaxy's lopsided settlement patterns eons later. Corellians and humans of Corellian descent still hold substantial economic power in the sectors surrounding the Run.

The Corellian Trade Spine. Although the first leg of the Trade Spine existed as far back as 25,000 BBY (linking Corellia to Duro), the route wasn't fully established until 5500 BBY. The Trade Spine intersects Yag'Dhul on the Rimma before heading out toward distant Rim worlds in the Greater Javin and beyond. While offering rapid transit through the galaxy's southern quadrant, the Trade Spine has never created the economic benefits of its sister route, the Rimma.

The Rimma Trade Route. The Rimma's establishment around 5500 BBY helped usher in widespread colonization of the southern quadrant and enriched the Colonies' Tapani sector worlds. Anchored by the Herglic trade empire at one end, the Rimma was blazed thanks to brave scouting runs by Sullustan pilots and hyperspatial cartography by Givin theorists. The Rimma's Rimward treasures include Eriadu (at the intersection of the Hydian Way), the Bith homeworld of Clak'dor VII, and the shipyards of Sluis Van.

The Hydian Way. The Hydian Way is the only super-hyperroute to span the entire length of the galaxy. Around 3700 BBY the Brentaal-based scout Freia Kallea extended the ancient Brentaal–Denon Route east, stitching several obscure routes into a single passage that extended to the northern quadrant's galactic edge. She then pushed south of Denon, blazing new routes to the rim of the galaxy in the southern quadrant. (For more on the Hydian, see page 137.)

The Metellos Trade Route. Oriented due west of Coruscant, the Metellos Trade Route was a failed attempt to discover an equivalent to the Perlemian or Corellian Run in the western quadrant. The once promising route stalled as explorers battled hyperspace eddies, managing to extend its length only a few light-years each century. In the current era, the Metellos Trade Route provides a link to the Farlax sector and other planets in the "Negs" on the far side of the Deep Core's bulge.

The Salin Corridor. The Salin is one of the oldest trade routes of the Outer Rim Territories, originating with the mysterious "lighthouse network" of jump stations that the pre-Republic Tionese apparently inherited from the Rakata. The defiant stability of parts of the Salin have intrigued hyperspace theorists for millennia. While one of the Rim's longest routes, the Salin may also be one of its least valuable. It rises among the downtrodden Hutt-controlled worlds of the Outer Rim near Aduba, dips Coreward to touch the outer edge of Hutt Space, then retreats to meander through the backwaters of the ancient Tion. From there it skirts the Radama Void, crosses the Hydian at Botajef, and empties among the underwhelming worlds of the Northern Quadrant.

The Braxant Run. The northern quadrant's most important route, the Braxant begins at Bandomeer on the Hydian Way and twists a path west across the New Territories through such systems as Ketaris, Cassander, Generis, Ord Trasi, Muunilinst, and Bastion. Zabrak scouts have extended the Braxant beyond the rump Empire into the Unknown Regions; given enough credits, they'll sometimes sell their route data to brave traders.

The Triellus Trade Route. The Triellus spans more than seventy-five thousand light-years from Centares to its endpoint at Enarc, and forms one leg of the infamous Spice Triangle with the Death Wind Corridor and the Rimward length of the Corellian Run. Travel along the so-called Hutt Highway is slow, and the route is frequented by smugglers, pirates, and worse. Law-abiding spacers avoid the Triellus, but many down-on-their-luck starhoppers have made a career along its length.

The *Ootmian Pabol.* The name is a corruption of the Huttese *Ootmian Pankapolla*; the route connects the financial hubs of the Expansion Region with the heart of Hutt Space. The *Ootmian*'s history suggests that if not for a supernova, the Hutts' story might have taken a very different turn. Beginning at Gyndine around 12,000 BBY, scouts bridged the gap between the young Republic and Hutt Space, forging a route to Nal Hutta. Thriving trade turned Nar Shaddaa into a boomworld, but the Kyyr supernova rendered the *Ootmian* unnavigable around 4000 BBY. The *Ootmian* was eventually knit back together, but never regained its previous importance. Nar Shaddaa was quickly eclipsed by the spaceports of the Corellian Run and became the galaxy's foulest shadowport.

The Gandeal–Fondor Hyperlane. Among spacers, few secrets are as valuable as the navigational data unlocking a military supply route. Within the military, few secrets are as closely guarded; besides their strategic value, military routes are often established by seeding realspace with S-thread boosters, a horrifically expensive undertaking. One such route connected the shipyards of Fondor with Gandeal, a fortress world on the Corellian Run in the Core used by the Empire as a checkpoint for bulk freighters bearing raw materials.

THE SLICE

The wedge of space between the Perlemian Trade Route and the Corellian Run is the cradle of galactic civilization, the product of millennia of colonization, economic expansion, and occasional spasms of terror and war.

Explorers established the wellsprings of the Slice eons ago, when faster-than-light travel was but a dream and colonization depended on generation ships and hibernating colonists. Once Corellian scientists broke the barriers of hyperspace, traders and explorers from such wealthy Core Worlds as Coruscant, Alsakan, Axum, Tepasi, Alderaan, Humbarine, Columus, Corellia, and Duro ranged up the spaceways in search of verdant new planets to make their own. Their colony ships followed new hyperspace routes beyond the bright precincts of the Core, settling countless worlds in a new region that became known, logically enough, as the Colonies. This first "wedge" of the Slice became known as the Arrowhead.

Meanwhile, more intrepid explorers followed two stable trails into the unknown—the Corellian Run and the Perlemian Trade Route. At first the Perlemian seemed to offer more favorable prospects: Far beyond the frontier, Coruscanti explorers made contact with the Jedi. Most citizens of the young Republic had dismissed these ascetic warriors as myth, but the Jedi were real: They had left the Core years before to study the ways of the Force on the distant world of Ossus.

There the Jedi had discovered that darker forces dwelled near the edge of the galaxy. The Jedi had secretly been the infant Republic's protectors, with their worlds serving as bulwarks against the quarreling satrapies of the Tion Cluster and the Tionese's ancient enemies, the mighty Hutts.

On the one hand, awareness of the threats beyond the Perlemian frontier shifted the focus of exploration west: Settlers followed Corellian and Duros traders up the apparently safer Corellian Run, with colonization radiating east from the Corellian Run into the Slice. On the other hand, Coruscant repeatedly heeded cries for protection from the Perlemian's settled worlds, incorporating them into a growing corridor of thinly settled Republic territory along the Perlemian.

It took millennia for settlers moving east from the Corellian Run and west from the Perlemian to meet. Even at faster-than-light speeds, travel was slow and uncertain. Excepting the two routes, only a few brave traders ventured beyond the Rimward border of today's Inner Rim, known to citizens of the early Republic simply as the Rim. Intensive colonization beyond the Rim had to wait for the Great Manifest Period, which began around 20,000 BBY and was marked by a corporate-sponsored, government-subsidized push into what became known as the Expansion Region. That boom ended amid civil war between Coruscant and Alsakan, with many nascent colonies in the Expansion Region erased in the conflict. If the civil war had a winner, it was Corellia: The Corellians refused to be drawn into the Alsakan Conflicts and jealously defended their colonies in the Expansion Region east of the Run—sectors they still dominate.

Once the war between Coruscant and Alsakan ebbed and the Republic righted itself, migration began anew. Colonists pushed into the Rim (now divided into the Mid and Outer Rim) until they began to intrude on Hutt territory. This period of expansion is still much romanticized in holodramas and children's decicred-dreadfuls about plucky settlers battling alien raiders and their shadowy Hutt backers. The truth was frequently harsher: Between the savagery of the Hutts and reverses suffered by trading guilds, religious orders, and other pioneers, many a world in the far Slice has been settled, depopulated, and resettled numerous times.

Settlers would eventually push around the Hutts' domain, but by then the Slice had lost its luster. The forging of the Rimma Trade Route and the Corellian Trade Spine (approximately 5500 BBY) shifted expansion west, opening up new worlds that offered far more promise than those contested or despoiled by the Hutts. The Rimward sectors of the Slice were also devastated by the millennium-long Draggulch Period (2000–1000 BBY), with entire star systems ravaged by the Sith, abandoned by the faltering Republic, and depopulated by the Candorian plague.

While the frontier has moved on, the Slice remains the most populous and economically vital part of the galaxy by a huge margin. Few planets in the Core, Colonies, Inner Rim, or Expansion Region of the Slice are unexplored, and a web of lesser trade routes connects the Perlemian and Corellian Run with almost any point between. If there's a planet in the near Slice that's worth living on, odds are someone has been living on it for millennia. Not until the Mid Rim will an explorer find untouched worlds within the Slice—and even there, all but the most tangled nebulae were thoroughly explored ages ago.

Things are more complicated in the Outer Rim: Systems such as Tatooine and Ryloth were first settled millennia ago, and the Tionese civilization is as old as Coruscant's. But much of the Outer Rim on the Rimward side of Hutt Space from Coruscant remains Hutt-dominated and thinly populated, and the outermost reaches of the Slice are largely barren and generally considered part of Wild Space.

GREAT SPACEFARING SPECIES

Most sentient species are curious about the stars and the possibility of other worlds circling them. Many such species have let their curiosity lure them from the safety of their homeworlds into the pitch black of interstellar space. A truly determined or lucky few have spread throughout the galaxy, becoming common sights in any decent-sized spaceport. These great spacefaring species are proof of the noble idea that a common galactic culture can bridge mere physical and philosophical differences.

Here are a few of the galaxy's best-known spacefarers:

Baragwin. The original homeworld of these hunchbacked, wrinkled humanoids is lost to history. Baragwin colonies dotted the stars when humans were just emerging from the Core Worlds, and Baragwin arms merchants supplied both sides of numerous early interstellar wars. The Baragwin consider themselves true citizens of the galaxy: They have no native language of their own, adopting the tongue and values of their many homeworlds.



An Ithorian and a Baragwin about to win a Human's starship in a game of holochess.

Devaronians. This horned species makes its home on Devaron, in the Colonies. Devaronian males are legendary for their wanderlust and are often encountered as traders, scouts, or pilgrims. Curiously, the same is not true of Devaronian females—perhaps one reason a species that's traveled the stars for millennia has so few colony worlds.

Duros. Hailing from the Core world of Duro, the Duros are one of the Republic's founding species. These hairless, tall humanoids have been spacefarers at least as long as humans, and some academics still credit them with perfecting the "modern" hyperdrive. Gregarious and curious, Duros can be found on nearly every civilized world of the Republic; like humans, they have evolved in various directions, with the Neimoidians being the best-known "near-Duros" subspecies.

Gran. Originating on the Expansion Region world of Kinyen, these three-eyed humanoids have countless colonies and are ubiquitous in spaceports and trade depots. That they evolved from animals with a herd instinct has made them among the galaxy's most social species: It's rare to find a Gran apart from other Gran, and a Gran left in solitude will become acutely uncomfortable within minutes.



A Gran and a Devaronian wait for a Zabrak to start the race.

Herglics. These hulking cetaceans' homeworld is Giju, in the Colonies. The Herglics colonized their stellar neighbors before the establishment of the Republic and once ruled an empire in the Colonies and Inner Rim. Those possessions are long gone, but Herglics are frequently seen in Herglic space and on hundreds of worlds along the Rimma Trade Route.

Humans. The most populous species in the galaxy, humans are thought to have arisen somewhere in the Core Worlds, perhaps even on Coruscant itself. Humans have always burned to explore (and to conquer), and took to the stars even before discovering the secret of faster-than-light travel. Humans are famous for their diverse cultures—the societies of the Corellians and Lorrdians, to name but two, are different enough to practically be alien species. Besides baseline humans, there are countless "near-human" subspecies.



A Duros, a Verpine, and a Herglic in an Outer Rim chop shop

Ithorians. Native to the planet Ithor in the Mid Rim, the gentle "Hammerheads" were left orphaned when the Yuuzhan Vong rendered their garden planet uninhabitable. Fortunately, for millennia the Ithorians had exported slices of their homeworld's ecology to numerous other worlds and preserved it aboard their mighty herd ships. Long prized as trading centers, herd ships now also serve as memorials to the Mother Jungle.

Khil. These green-skinned, mouthless humanoids originated on the Colonies world of Belnar but spread throughout the galaxy during the heyday of the Republic. The Khil have many colony worlds, and live peaceably alongside other species on cosmopolitan worlds. They are frequently encountered as traders and scientists.

Verpine. An insectile species, the Verpine now call the Mid Rim's Roche system home, and claim to no longer recall their planet of origin. The Verpine are endlessly curious, exploring the stars and tinkering with technology, which they usually manage to improve.

Zabraks. These horned humanoids have spread to any number of colonies during the millennia since Duros scouts first encountered them on Iridonia, in the Mid Rim. The Zabrak Worlds marked a frontier of the civilized galaxy for millennia, and Zabrak scouts are among the best sources of information about the western galactic disk's tracts of Wild Space and the Unknown Regions beyond.

ANCIENT MYSTERIES OF THE GALAXY

The galaxy is an estimated thirteen billion years old. Incalculable numbers of civilizations rose and fell long before the Rakatan Infinite Empire or the kingdom of Xim, and xenoarchaeologists—like the University of Sanbra's famed Corellia Antilles—make their livings uncovering traces of societies long vanished. If they're lucky, they sometimes find treasures of mysterious purpose and incalculable value.



Corellia Antilles

Lists of the galaxy's oddest artifacts have circulated for millennia, attracting both the wide-eyed and the greedy. Tomb raiding is still practiced even by prestigious universities, whose scholars consider it a victory if they can loot a site before the Hutts' vassals arrive.

Following are some of the galaxy's greatest treasures and most confounding riddles:

The Shrines of Kooroo. These squat ziggurats have been found on planets throughout known space, but so little is known about their builders that even the name Kooroo is conjecture. Force-sensitive observers swear that the temples permit visions that span light-years, and some posit that they form the backbone of a teleportation network.

The Loag Dagger. The symbol of an ancient assassins' cult that once flourished on Merisee, the Loag Dagger has passed through countless hands since its seizure by Jedi Knights thousands of years ago. The black blade is continually stolen from museums and private collections, changing hands every few years among the powerful.

The Nova Vaults of Kakitai bel Toyouin. Overflowing with treasures beyond belief, the vaults—supposedly buried beneath the surface of Tartaglia—have resisted all attempts at detection. The planet has claimed the lives of millions of treasure seekers, and its crust is now crumbling and pocked with deep holes.

The Mindharp of Sharu. A meter-long key with a shifting, fourth-dimensional structure, this device was used by Lando Calrissian to jump-start the Sharu's reversion from millennia of forced primitivism in the Centrality's Rafa system.

The Sharka'k Noor. The Gree civilization long ago slipped into a dark age, but sundry wonders of its technological peak remain scattered throughout the Gree Enclave. The Sharka'k Noor is the size and configuration of a musical instrument but can only be operated by multitentacled beings. It is said to trigger volcanic eruptions.

The Bedlam Spirits. These omnipotent, transdimensional beings are said to exist in the stark whiteness that digests the fabric of hyperspace near the Bedlam Pulsar. According to anecdotal accounts, beings known as Splendid Ap, Horliss-Horliss, Tilotny, and Cold Danda Sire have left evidence of impossibly transmuted matter and objects shunted through tunnels in time.

The Infant of Shaa. This statue, one of two kept in a temple on Seylott to honor their chief god, can build up an energy charge to exponential, nearly unimaginable proportions. When in proximity to its opposite number, the Mother of Shaa, its powers remain safely bottled up. In 27 BBY the bounty hunter Jango Fett stole the Infant of Shaa, but returned it after it nearly split Coruscant in half.

THE GREAT HYPERSPACE WAR

Hyperspace has always been a means of dealing death to distant enemies, but in 5000 BBY it finally lent its name to a pan-galactic conflict. The Great Hyperspace War pitted the Republic and its Jedi defenders against an empire of dark Force-users, and two hyperspace trailblazers in the wrong place at the wrong time triggered the conflict entirely by accident.

A prelude to the Great Hyperspace War, the Unification Wars saw the legendary Empress Teta squash a local insurgency and conquer all seven planets of the Koros system. The system itself



The Daragon Siblings

lies directly south of Coruscant, within the outermost shell of the stellar jumble that is the Deep Core. Early Coruscanti explorers reached the system via generation ships, discovering carbonite ore overflowing on all seven planets. The subsequent invention of the carbon-freezing process spawned both sleeper ships and an active trade in spice for preservative and medicinal purposes.

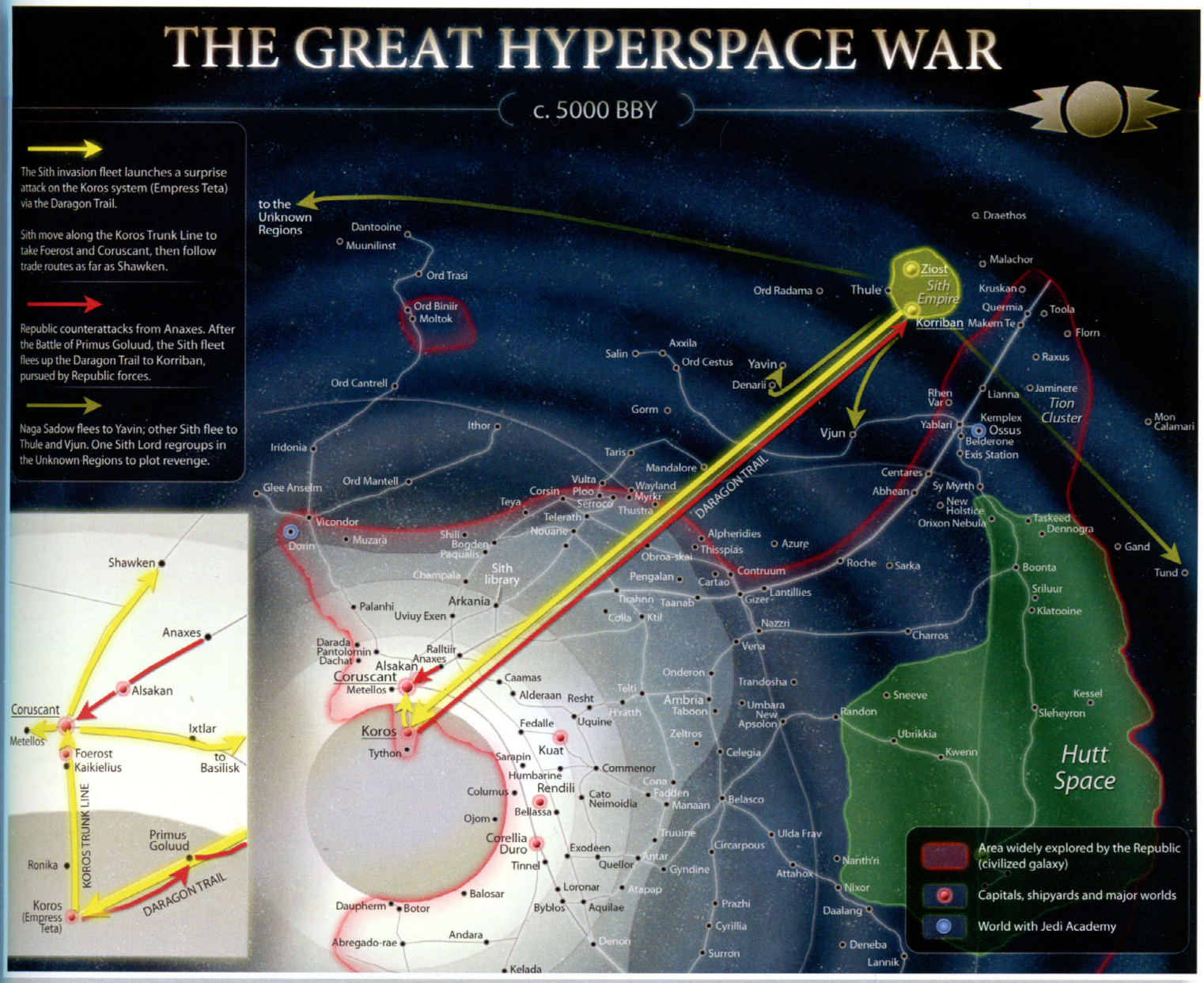
Over the millennia Coruscant established the modern Koros Trunk Line, an S-thread-boosted hyperspace corridor running directly to Koros Major. The line (also known as the Carbonite Pipeline) ferried trillions of tons of carbonite to the growing Republic, and triggered an exploration boom as hyperspace trailblazers turned their attention from the Rim to the suddenly promising Deep Core.

Despite Coruscant's nominal control of the Koros mines, claim jumpers abounded. Supreme Chancellor Fattum eventually deeded the system to the Teta aristocrats—a scandalous case of influence trading that ultimately brought down his administration—but the spoiled nobles turned a blind eye to carbonite smuggling until the ascension of Empress Teta in 5010 BBY.

Teta's Unification Wars—hailed on Coruscant as a long-overdue return to law and order—crushed all nongovernment mining settlements in a one-sided conflict marked by sometimes shocking brutality. In subsequent years the Koros system would come to be known as the Empress Teta system.

After Empress Teta declared victory in the Unification Wars,





brother-and-sister hyperspace mappers Gav and Jori Daragon stumbled across one of the most remarkable hyperlanes of the Old Republic era. The two made a long, blind jump from Koros Major in their ship Starbreaker 12, winding up at Korriban in uncharted space near the galactic rim—a statistically impossible feat enabled only through the siblings' unconscious use of the Force. Their route, dubbed the Daragon Trail, allowed passage directly from the Deep Core to Sith space.

Following the arrival of the Dark Jedi exiles in 6900 BBY, the Sith Empire had become a Force-using magocracy led by a cabal of Sith Lords and a single, reigning Dark Lord. Ruled by militarism and a reverence for the dead, Sith society existed in a state of perpetual conflict as rival Sith Lords raised private armies in their efforts to unseat the reigning Dark Lord. Most inhabitants lived meager, caste-structured lives, toiling to build their rulers' tombs or dying by the millions in innumerable internecine wars.

Travel between the Sith Empire and the Republic had been rare, as the Sith Lords were preoccupied with making war against one another and cowing other civilizations in their stellar neighborhood. Nor were the Dark Jedi the first outsiders to intermingle with the Sith—as far back as 8000 BBY, humans and other Republic species fled the excesses of the Tapani Dynastic Era and wound up in Sith space. Yet the hyperspace breakwater known as the Stygian Caldera—a sunken ring in the hyperspatial fabric making navigation devilishly difficult—kept the empire sheltered.

Inscribed within the Caldera's rim lay the looping hyperlane called the Nache Bhelfia, which linked the five sacred Sith planets—Ziost (the empire's capital), Khar Delba, Rhelg, Krayiss, and Korriban. Hundreds of lesser worlds fell under Ziost's sway, including industrial Korriz, eerie Dromund Kaas, ambitious Ch'hodos, battle-scarred Ashas Ree, and the distant world of Malachor.

Despite its small size, the Sith Empire had both wealth and might. It also possessed a third, dangerous quality—bloodlust. Once the Daragons announced their presence on Korriban, Dark Lord Naga Sadow decreed that the time was right for a subjugation of Republic space. He assembled a vast invasion force—despite spotty intelligence on his enemy's makeup—and roared back down the Daragon Trail. The Sith fleet arrived in the Koros system, where it surprised Empress Teta's exhausted armies and initiated the Great Hyperspace War.

Naga Sadow's forces could never have defeated the entire Republic Navy. Sadow instead relied on surprise to carry the day,

knowing that if he embroiled the Sith Empire in a distant war it would blunt the plotting of his rival Ludo Kressh back home. And for a time the raid succeeded beyond Sadow's imaginings. The Koros system buckled under Sith might, and Sadow's navy erupted from the Koros Trunk Line to engulf the Republic shipyards of Foerost, then to Coruscant, Kaikielius, Metellos, Basilisk, and as far as Shawken. Defenders struggled against the strange invaders who wielded weapons of alien design. A Sith landing force in Coruscant's Legislative District succeeded in forcing the battle right up to the steps of Senate Hall, where Jedi defenders, lightsabers drawn, stood shoulder-to-shoulder as a last-ditch barricade.

The Great Hyperspace War ended as suddenly as it had started. The Jedi discovered that their enemy's numbers had been artificially boosted due to the presence of illusory "ghost" forces created via Sith magic. Emboldened by this revelation, and armed with reinforcements from the naval base at Anaxes, the Republic forced the Sith armada back to its beachhead at Koros Major.

At last, confronted by the Republic near the unstable red supergiant Primus Goluud, Naga Sadow fled back to the Sith Empire. There he found that Ludo Kressh had seized power in his absence, and the two rival Sith fleets clashed in a contest of pride. Kressh perished aboard his flagship, while Sadow escaped just ahead of a Republic pursuit group that had followed him up the Daragon Trail.

Sadow fled to the Denarii binary stars, wiping out his pursuit by igniting both stellar masses in a Force-triggered supernova. His ship touched down in the jungles of Yavin 4, where Sadow's retainers—Sith members of the Massassi warrior caste—eventually populated the green moon with their offspring. Supreme Chancellor Pultimo subsequently ordered an invasion of Sith space. The Sith Empire, already in turmoil following the death of Ludo Kressh, could not withstand the onslaught as hundreds of warships pierced the veil of the Stygian Caldera. When it became clear that surrender was the only option, acting Dark Lord Shar Dakhan ordered his warriors into suicide attacks against the invading fleet, inflicting heavy casualties and forcing the Republic into a temporary retreat.

The Republic eventually won the war, aided by the fact that many lower-caste Sith killed themselves in ritualistic fashion. The Sith Lords disappeared to haunts on Vjun and Thule, while others built up a new Sith Empire in the Unknown Regions. Elsewhere, on remote worlds such as Kesh, shipwrecked survivors of the war gave up hope of rescue but kept the traditions of the Sith alive for future generations.

THE SITH WAR

A millennium after the Great Hyperspace War decimated the genuine Sith species, the Sith War saw the return of their unshakable philosophies of conquest and death.

Events began on Onderon, where Jedi Knight Ulic Qel-Droma put down a local power grab but uncovered the dark side influence of a long-dead ex-Jedi, Freedon Nadd. The Demon Moon of Dxun became the resting place for Nadd's corpse, but it only served to make the site a nexus for malevolent spirit energy. Nadd's shade corrupted two visiting Tetan nobles, who subsequently orchestrated a coup in the Empress Teta system to install their own regime, the Krath. Eager to test their abilities in dark side magic, the Krath leaders sent battle droids to kill hundreds at the Jedi conclave on Deneba. Ulic Qel-Droma volunteered to infiltrate the enemy's ranks, but he soon fell under the Krath's sway.



Darth Revan and Darth Malak

On Dantooine the arrogant Exar Kun rejected his Jedi Master and followed the trail of the Sith to Dxun and the Sith tomb-world of Korriban. After opening his spirit to the dark side, Kun subjugated the savage descendants of Naga Sadow's Massassi killers on Yavin 4 and made the jungle moon his headquarters. Kun and Qel-Droma joined forces in the Empress Teta system, preparing to make war on the Republic as the new Lords of the Sith.

The Mandalorians provided the missing piece needed for the Sith offensive. Under the leadership of Mandalore the Indomitable, the warriors had wiped out Basilisk and Kuar before Ulic Qel-Droma bested their chieftain in single combat and won the allegiance of his followers. In 3996 BBY the Mandalorians joined Krath warships in a crippling strike at the Republic's Foerost shipyards, and then made a lunge at Coruscant itself.

Flashpoints ignited across the galaxy. The first attack wave struck at Kemplex Station, Belderone, and the Vento shipyards on the Perlemian Trade Route, and at points along the Rimma including Al'Har. On the Tionese manufacturing world of Raxus Prime and the ancient Sith planet of Thule, Qel-Droma powered up the Dark Reaper superweapon to drain the life energies of thousands of Republic soldiers. The emergence of a Sith cult in the Tapani sector threatened the southern Core, and the Krath took advantage of the Republic's distraction by forging a non-aggression pact with Hutt Space. Republic naval forces in the Tion responded with a blitz against the Hutt shipyards at Ko Vari, annihilating the Krath warships orbiting there and leaving the planet a depopulated husk.

A second phase of the Sith strategy aimed to capture or incapacitate governmental and military centers as well as sites strong with the Force, including Ossus. Monstrous Force predators called terentateks—mutated through Sith alchemy—flattened Jedi outposts on Tython, Kashyyyk, and Tatooine. They achieved their crowing victory by triggering the ten stars of the Cron Cluster to explode in a multiple supernova, scouring Ossus's surface and vaporizing countless historic treasures.

The Sith War ended when the Republic Navy, finally roused from shell shock, took advantage of Qel-Droma's change of heart

THE GREAT SITH WAR

4000 to 3996 BBY

Legend

- Areas widely explored by the Republic (The civilized galaxy)
- Capitals, shipyards and major worlds
- World with Jedi Academy
- Battle won by the Republic
- Battle won by the Sith/Mandalorians

Timeline

4000 to 3998 BBY
Beast Wars and the Freedon Nadd Uprising
The Jedi free Onderon from the influence of the dark side.

3997 BBY
Krath coup in the Empress Teta system
The Krath, a dark side cult formed around Sith teachings, carve out holdings in the Deep Core. The Jedi Convocation on Deneba is ambushed by Krath forces.

3997 BBY
Mandalorian Crusade
The Mandalorians conquer and enslave Basilisk.

3996 BBY
Great Sith War
Lord Qel-Droma becomes the leader of the Krath and joins forces with Exar Kun's Brotherhood of the Sith. They forge an alliance with the Mandalorian clans and launch a devastating galaxy-wide campaign against the Republic.

Krath Holy Crusade:
A. Dark Reaper campaign
B. Sith cut the Slice in half
C. Failed invasion of Coruscant
D. After the devastation of Ossus, the Krath fleet is decimated at Kemplex 9

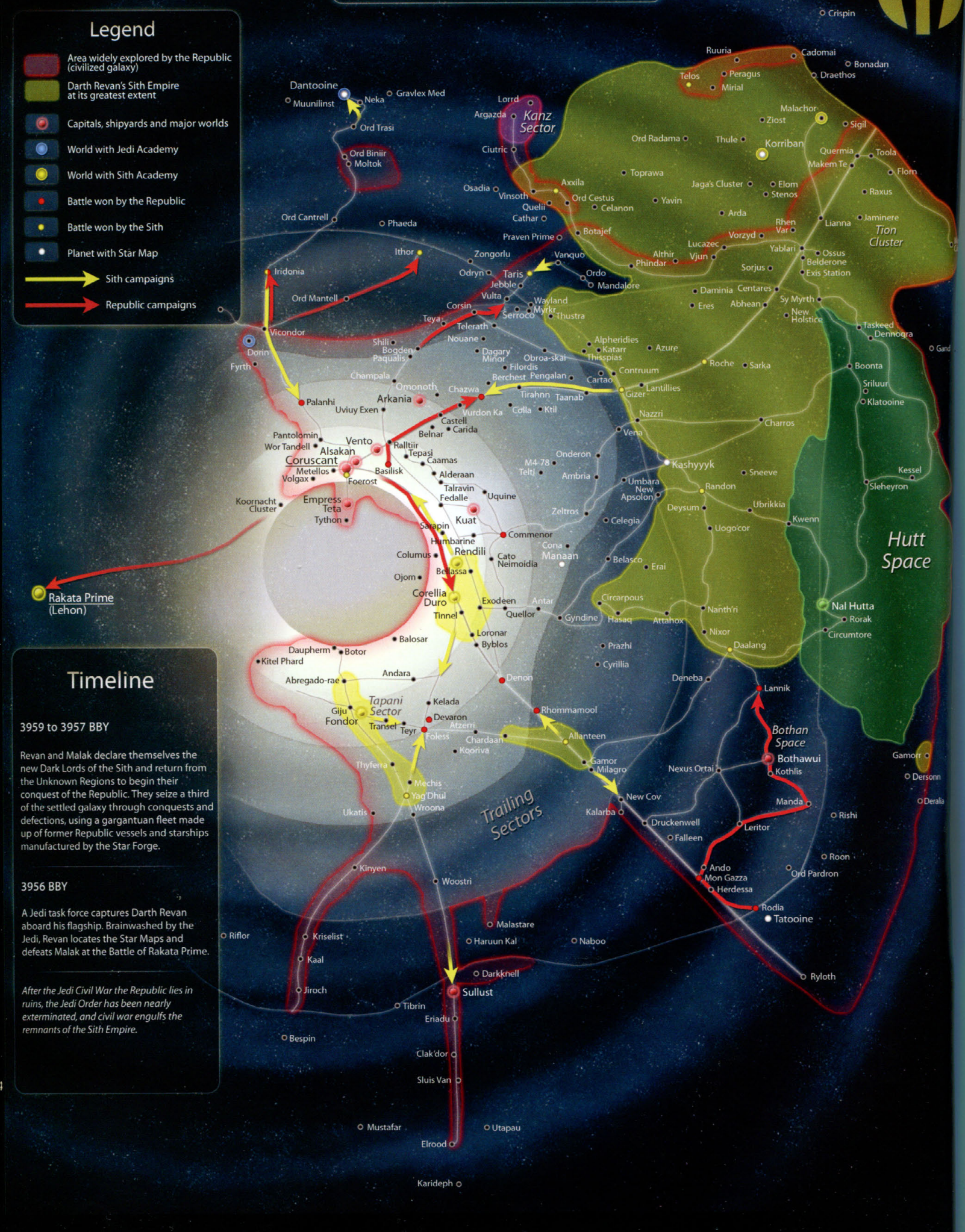
Mandalorian Crusades:
E. Mandalorians assault Iridonia
F. Major Mandalorian advance
G. Final defeat of Mandalorians at Onderon

Republic Counteroffensive:
H. Iridonian counterattack
I. Corellian fleet halts advance on the Corellian Run
J. Republic Swift Fleet moves through the heart of the Slice; scores decisive victory at Boonta
K. Republic Rim fleet defeats Exar Kun at Yavin 4

Crispin
Ruuria
Cadomai
Bonadan
Draethos
Telos
Mirial
Dantooine
Muunilinst
Gravlex Med
Lorrd
Argazda
Ord Trasi
Ord Biniir
Moltok
Ciutric
Ziost
Ord Radama
Thule
Kruskan
Korriban
Quermia
Toola
Makem Te
Florn
Raxus
Axxila
Toprawa
Vinsoth
Ord Cestus
Yavin
Quelii
Celanon
Cathar
Elom
Stenos
Arda
Ord Cantrell
Phaeda
Rhen Var
Lianna
Jaminere
Vorzyd
Tion Cluster
Gorm
Botajef
Lucazec
Kemplex
Ithor
Bandomeer
Vjun
Yablari
Ossus
Mon Calamari
Phindar
Iridonia
Taris
Belderone
Exis Station
Ord Mantell
Mandalore
Centares
Glee Anselm
Vulta
Ploo
Corsin
Wayland
Myrkr
Abhean
Sy Myrth
Teya
Serroco
Thustra
New Holstice
Vicondor
Telerath
Orixon Nebula
Taskeed
Dennogra
Dorin
Muzara
Shili
Nouane
Bogden
Paqualis
Alpheridies
Thisspias
Azure
Gand
Obroa-skai
Filordis
Champala
Berchest
Pengalan
Contruum
Roche
Sarka
Boonta (Ko Vari)
Cartao
Lantillies
Sriluur
Palanhi
Arkania
Chazwa
Titahnn
Taanab
Gizer
Klatooine
Uviuy Exen
Vurdon Ka
Colla
Ktil
Nazzri
Charros
Castell
Darada
Pantolomin
Dachat
Belnar
Carida
Vena
Vento
Ralltiir
Tepasi
Alsakan
Coruscant
Caamas
Onderon
Trandosha
Kessel
Metellos
Basilisk
Alderaan
Resht
Telti
Ambria
Taboon
Sneeve
Sleheyron
Foerost
H'ratth
Umbara
New Apsolon
Randon
Koornacht Cluster
Empress Teta
Fedalle
Uquine
Zeltros
Deysum
Ubrikkia
Tython
Kuat
Celegia
Kwenn
Sarapin
Uogo'cor
Humbarine
Commenor
Hutt Space
Columus
Rendili
Cona
Cato Neimoidia
Fadden
Belasco
Ojom
Bellassa
Manaan
Truuine
Ulda Frav
Corellia
Duro
Circarpous
Exodeen
Nanth'ri
Nal Hutta
Tinnel
Quellor
Antar
Gyndine
Attahox
Rorak
Nixor
Circumtore
Loronar
Balosar
Atapap
Daalang
Daupherm
Botor
Byblos
Aquilae
Prazhi
Kitel Phard
Cyrillia
Andara
Abregado-rae
Denon
Deneba
Lannik
Surron
Tapani Sector
Kelada
Giju
Nyssa
Fondor
Devaron
Rhommamool
Gerhalt
Bothan Space
Teyr
Atzerri
Tarmidia
Foless
Chardaan
Allanteen
Kooriva
Thyferra
Gamor
Milagro
Gamorr
Nexus Ortai
Bothawui
Kothlis
Mechis
Yag'Dhul
New Cov
Wroona
Trailing Sectors
Kalarba
Manda
Rishi
Druckenwell
Leritor
Quesaya
Falleen
Roon
Kinyen
Woostri
Ando
Ord Pardron
Mon Gazza
Herdessa
Rodia
Tatooine
Riflor
Malastare
Kriselist
Haruun Kal
Naboo
Kaal
Darkknell
Ryloth
Jiroch
Sullust
Tibrin
Clak'dor
Sluis Van
Utapau
Elrood
Karideph

THE JEDI CIVIL WAR (SECOND SITH WAR)

3959 to 3956 BBY



and pressed the attack against Exar Kun above Yavin 4. Kun perished in the firestorm ignited by the Republic's bombardment. Qel-Droma—stripped of the Force by his fellow Jedi—lived out the rest of his life in shamed exile on Rhen Var.

THE MANDALORIAN WARS/THE JEDI CIVIL WAR (SECOND SITH WAR)

Though beaten by the resurgent Republic, the Mandalorians did not keep quiet. Under the leadership of Mandalore the Ultimate, the warriors occupied huge expanses of civilized space during the Mandalorian Wars. This set in motion the Jedi Civil War, also known as the Second Sith War.

Starting in 3976 BBY, Mandalore the Ultimate initiated the first skirmishes of what history would call the Mandalorian Wars. Althir and Cathar became the first two targets. Yet despite the ferocity of the Mandalorian attacks—more than 90 percent of the Cathar died in the assault on their world—the Republic did nothing to intervene in conflicts occurring outside its borders. The Mandalorians turned their attention to Hutt Space, chewing at the edges of Hutt clan territory for more than a decade and often recruiting the mercenary armies that the Hutts hired to fight them.

As he goaded his enemies to action, Mandalore the Ultimate authorized ever-deeper raids until his warriors finally traded shots with Republic warships in 3965 BBY. For two years, Mandalore the Ultimate took the measure of his opponents at Flashpoint Station, Suurja, and Vanquo, then launched a full-scale invasion of Republic space.

Battlefronts opened on Taris, Onderon, and Iridonia as the Mandalorians poured their forces into three invasion corridors. The Republic pushed back along the Jebble–Vanquo–Tarnith line, but lost the planet Taris. The Mandalorians marched on, devastating Serroco with nuclear devices and cowing Dagary Minor, Eres III, and the Core world of Duro.

The Republic could no longer continue its halfhearted tactics. Two Jedi, Revan and Malak, took command of the Republic fleet and soon matched the Mandalorians for brutality. Revan rolled back almost all of Mandalore the Ultimate's gains, retaking Taris and wiping out the Mandalorian ground forces at Althir. Despite a setback at Jaga's Cluster versus Cassus Fett, Revan sacrificed thousands of Republic soldiers to uproot the Mandalorian headquarters from Onderon's moon Dxun.

In 3960 BBY, Revan drew his opponent into a showdown at Malachor V. A Republic superweapon, the mass-shadow generator, crumbled both fleets, and Revan vanquished Mandalore the Ultimate in single combat. Though hailed as heroes of the Republic, Revan and Malak dropped out of sight. Each in the grip of the dark side, the two undertook an investigation into the ancient star maps buried on worlds across the galaxy by the Rakatan Infinite Empire. Deciphering the maps on Dantooine, Manaan, Kashyyyk, Tatooine, and Korriban led the pair to the Rakatan homeworld of Lehon and the Star Forge construction facility orbiting overhead. Calling themselves Lords of the Sith, Revan and Malak returned to Republic space in 3959 BBY at the head of an invasion fleet of Star Forge warships.

Many Republic officers defected to the side of the champions of the Mandalorian Wars, and a blitz against the Foerost shipyards denied the Republic much of its navy. Battlefronts opened on Roche, Axxila, Allanteen, and Yag'Dhul. The shelling of Telos and other high-casualty conflicts led to a split galaxy, with Darth Revan at the head of a new Sith Empire. Revan controlled Korriban and most of the northern quadrant Rim territories, including the Rimward chunk of the Perlemian and scattered holdings farther in.

The Republic changed tactics by using Jedi battle meditation, a mind-control technique that permitted Revan's capture and subsequent brainwashing. Now an amnesiac, Revan led the fight against Darth Malak, gathering allies on Taris and other worlds in preparation for a showdown with his former apprentice inside Lehon's Star Forge.

The death of Malak left the Sith Empire leaderless, with a triumvirate (consisting of Darth Sion, Darth Nihilus, and Darth Traya) arising to restore order. The three fought among themselves almost immediately, with Traya (formerly the Jedi Master Kreia) cast out and pursuing a nihilistic campaign against the Force itself. Yet the dissension did little to temper the Sith threat. Their strike on the Jedi conclave at Katarr, coupled with the actions of Sith assassins, nearly exterminated the Jedi Order.

The Sith seemed to have achieved the victory they had long sought. Less than one hundred Jedi, nearly all of them in hiding, survived the Sith's purge. Many citizens took this unimaginable event as proof that the Force had turned malevolent, or that cosmic balance was nothing more than a story for children. Despair was palpable, and many planets offered only halfhearted and ragged defense against Sith attackers. Planets throughout the Slice surrendered, and the Sith fed on the psychic misery of a shattered Republic.

The return of the mysterious Jedi Exile at Peragus brought about the triumvirate's downfall in 3951 BBY. The Exile's actions on Nar Shaddaa, Dantooine, Telos, and Onderon undermined Sith efforts and paved the way for the restoration of the Jedi Order. The war came to an end with the deaths of Sion, Nihilus, and Traya and the destruction of Malachor V via the mass-shadow generator. The surviving Sith went underground, and the Republic began the messy work of reintegrating its lost territory.

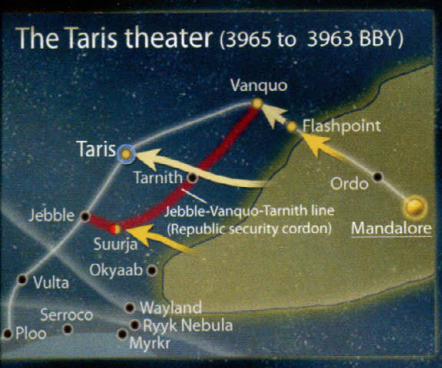
THE MANDALORIANS

After their expulsion from Coruscant in the pre-Republic era, the Taung species relocated to Roon before claiming the planet Mandalore (in the name of their leader, Mandalore the First) circa 7000 BBY. Thus began a Mandalorian golden age during which the clannish warriors embarked on a nomadic crusade. Subjugated worlds were absorbed into Mandalorian space, including such prizes as Ordo, Shogun, Concord Dawn, and the spice vaults of Gargon.

During the ramp-up to the Great Sith War (3996 BBY), the Mandalorians conquered holdings in the central disk including Basilisk and Kuar, yet their leader died at the war's end. His replacement, Mandalore the Ultimate, reorganized the clans into the Neo-Crusaders and carved out a vast domain beyond the Republic's borders.

THE MANDALORIAN WARS

3976 to 3960 BBY



Timeline

3976 to 3965 BBY
War in the Outer Rim
The Mandalorians conquer unaligned planets and devastate Cathar in carving out an empire mostly beyond Republic space.

3965 to 3964 BBY
The False War (Taris theater)
Mandalorian and Republic forces fight the first skirmishes along the Republic border near Taris's resource worlds.

3964 to 3963 BBY
In the Onslaught (Taris theater)
The Republic is caught off-guard as the Mandalorians break out of the Outer Rim stalement and besiege Taris.

3963 BBY
The Mandalorian Invasion
Mandalorian Neo-Crusaders invade the Galactic Republic along three corridors.

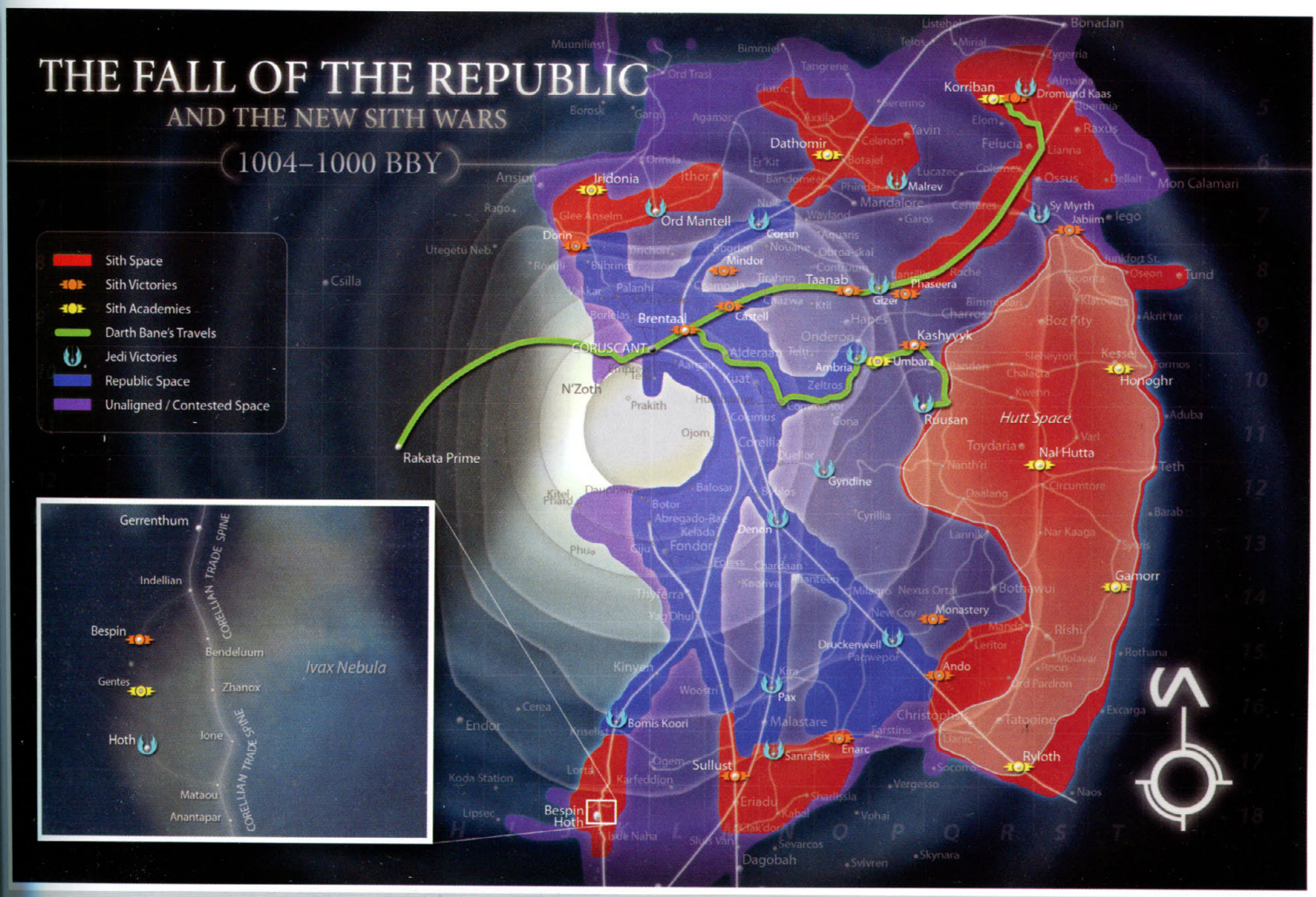
3962 BBY
Mandalorian Triumph
The Mandalorians reach the Core Worlds at Duro. The Republic is on the verge of collapse.

3961 to 3960 BBY
The Republic Counteroffensive
Under Revan and Malak, the Republic turns the tide, driving the Mandalorians back to a final defeat on Malachor.

Legend

- Area widely explored by the Republic (civilized galaxy)
- Capitals, shipyards and major worlds
- World with Jedi Academy
- World with Sith Academy
- Battle won by the Republic
- Battle won by the Mandalorians

Crispin
Ruuria
Cadomai
Bonadan
Draethos
Telos
Mirial
Dantooine
Muunilinst
Gravlex Med
Ord Trasi
Ord Biniir
Moltok
Lorrd
Argazda
Kanz Sector
Malachor
Ziost
Sith remnants
Thule
Ord Radama
Korriban
Ciutric
Quermia
Toola
Makem Te
Florn
Toprawa
Osadia
Vinsoth
Axxila
Ord Cestus
Celanon
Yavin
Jaga's Cluster
Elom
Stenos
Raxus
Quelii
Cathar
Arda
Rhen Var
Jaminere
Lianna
Tion Cluster
Botajef
Vorzyd
Lucazec
Yablari
Ossus
Belderone
Exis Station
Ord Cantrell
Phaeda
Ithor
Zongorlu
Vanquo
Althir
Phindar
Vjun
Iridonia
Odryn
Taris
Jebble
Vulta
Wayland
Myrkr
Thustra
Mandalore
Centares
Abhean
Sy Myrth
New Holstice
Eres
Glee Anselm
Ord Mantell
Corsin
Serroco
Teya
Telerath
Nouane
Vicondor
Dorin
Shili
Bogden
Paqualis
Dagary Minor
Obroa-skai
Filordis
Alpheridies
Thisspias
Azure
Contruum
Cartao
Lantillies
Gizer
Roche
Sarka
Taskeed
Dennogra
Gand
Boonta
Champala
Berchest
Pengalan
Omonoth
Arkania
Chazwa
Tirahnn
Taanab
Palanhi
Uviuy Exen
Vurdon Ka
Colla
Ktil
Sriluur
Klatooine
Nazzri
Castell
Carida
Belnar
Vena
Charros
Pantolomin
Wor Tandell
Vento
Alsakan
Coruscant
Metellos
Volgax
Ralltiir
Tepasi
Caamas
Basilisk
Alderaan
Onderon
Trandosha
Telti
Ambria
Umbara
New Apsolon
Sneeve
Kessel
Sleheyron
Randon
Koornacht Cluster
Empress Teta
Tython
Fedalle
Uquine
Kuat
Zeltros
Deysum
Ubrikkia
Kwenn
Celegia
Uogo'cor
Hutt Space
Sarapin
Humbarine
Rendili
Commenor
Cona
Columus
Cato Neimoidia
Manaan
Belasco
Ojom
Bellassa
Corellia
Duro
Tinnel
Exodeen
Antar
Quellor
Circarpous
Gyndine
Attahox
Nanth'ri
Nixor
Nal Hutta
Rorak
Circumtore
Daalang
Loronar
Byblos
Balosar
Daupherm
Botor
Kitel Phard
Prazhi
Cyrillia
Andara
Abregado-rae
Denon
Deneba
Lannik
Tapani Sector
Giju
Fondor
Kelada
Devaron
Teyr
Atzerri
Foless
Chardaan
Kooriva
Rhommamool
Allanteen
Bothan Space
Bothawui
Kothlis
Gamorr
Thyferra
Gamor
Milagro
Nexus Ortai
Mechis
Yag'Dhul
Wroona
Trailing Sectors
New Cov
Kalarba
Manda
Rishi
Druckenwell
Falleen
Leritor
Roon
Ando
Mon Gazza
Herdessa
Ord Pardron
Kinyen
Woostri
Rodia
Tatooine
Malastare
Haruun Kal
Naboo
Riflor
Kriselist
Kaal
Darkknell
Sullust
Ryloth
Jiroch
Tibrin
Bespin
Clak'dor
Sluis Van
Utapau
Elrood
Karideph



The Mandalorian Wars, often placed from 3976–3960 BBY, saw most active fighting between 3965–3960 BBY. After the death of Mandalore the Ultimate on Malachor V, the clans, disarmed and dishonored, scattered. Many became mercenaries, while a new Mandalore arose to unify the rest and maintain their hold on Mandalorian space. In subsequent centuries, the Mandalorians served no cause save their own. During the Battle of Malrev IV (circa 1750 BBY) they worked with the Jedi to take down the Sith's Dark Underlord, but they also served the Sith during their lengthy struggle against the Jedi, which ended with the Battle of Ruusan in 1000 BBY.

After Ruusan, the Mandalorians remade themselves as a technologically adept, rigidly disciplined society. Mandalore's growing militancy alarmed the Republic and the Jedi, leading to a short, sharp war in the 730s that devastated the planet and forced another social transformation. The so-called New Mandalorians renounced the old warrior codes, espousing peace, neutrality and tolerance as the only way to survive in a hostile galaxy. Mandalorian armor became a rare sight, with only a few bands of unrepentant mercs clinging to discredited clan traditions.

Few took these hard-bitten dead-enders seriously—particularly since they fought so viciously among themselves. Around 60 BBY, the True Mandalorians of Jaster Mereel, who sought to restore honor to the clans, fell out with Tor Vizsla's Death Watch—even as the New Mandalorians rejected both groups. After all but eliminating the True Mandalorians at Galidraan in 44 BBY, the Death Watch sought to destroy Duchess Satine, the enigmatic New Mandalorian leader. Satine survived their attacks to become a passionate advocate for neutrality in the Clone Wars, but the Death Watch's time would come. The clone Alpha-02, also known as Spar, eventually won out over Satine's faction and dubbed himself Mandalore the Resurrector, a title indicating that the old traditions once more held sway.



Mandalorians

ZENITH OF THE REPUBLIC

Following the resolution of the Sith Civil War and successive Sith conflicts, the Republic experienced nearly three millennia of expansion. The boom reached its height in the heady centuries following the blazing of the Hydian Way, and ended in a wreck of death and disease during the Republic's dark age.

In 3693 BBY explorer Freia Kallea mapped the full length of the Hydian Way. The ease with which vessels could now reach the northern and southern quadrants greatly expanded the Republic's footprint and opened up countless new sources of minerals, crystals, and gases.

From 3681 to 3653, the Republic buckled under the assault of a resurgent Sith Empire in a conflict labeled the Great War. The Mandalorians pioneered the war's most effective strategy by harassing shipping lanes, and their blockade of the Hydian Way in 3660 BBY forced the Republic on the defensive. The Great War ended with the signing of the Treaty of Coruscant, which brokered peace between the Republic and the Sith under the condition that the Republic withdraw its support from many of its longtime allies, including the Bothans. Life continued under the new arrangement, though tensions among the major galactic powers remained high.

In approximately 2000 BBY, at the dawn of the Draggulch Period, the Republic's relative prosperity ended with the return of the Sith. The Jedi Master Phanius left the Order and took the name Darth Ruin, attracting fifty followers from the Jedi ranks in the latest Great Schism to split the Order. Though Ruin died at the hands of his disciples, the empire he founded retook old Sith worlds including Yavin 4 and Ziost, solidifying a new empire and secretly sabotaging the Republic on a thousand fronts. Preoccupied with the Sith, the Republic suffered embarrassments elsewhere—in 1800 BBY, an orbital barrage burst open a superweapon cache on Uba 4, decimating the native Ubese.

By 1750 BBY, rule of the Sith had fallen to the emotionless Dark Underlord, whose Black Knights assailed space stations along the Zona Miki route. The Republic fought back by hiring the Mandalorian Mercs, culminating in the Dark Underlord's assassination on Malrev IV. Yet the Sith menace only grew.

By 1500 BBY the Republic had drafted enough soldiers to blunt Sith incursions at King's Galquek, Corphelion, and Gap Nine, but the Sith attracted allies in the Devaronians and Hiitians. The Battle of Mizra in 1466 BBY is remembered as a game-changing reversal for the sluggish Republic. More than half a million Republic troops died, and hundreds of captured Jedi converted to the dark side. The consequent hardening rise of Sith power led to the despotic reign of Darth Rivan on Almas and the unleashing of zombie-like technobeasts by Belia Darzu during the Sictis Wars (1250–1230 BBY). The Jedi Order sought to streamline its military efforts by taking greater control of the government, and a succession of Jedi Masters filled the post of Supreme Chancellor.

In 1100 BBY the Republic collapsed. Centuries of fighting the Sith had drained the economies of countless worlds, and conscription had dipped to critical levels as able-bodied adults became a scarce commodity. The government of Coruscant could no longer afford to maintain the HoloNet communications network and left the Rim in the dark with only courier ships to carry messages. Finally, an outbreak of Candorian plague killed as many as two-thirds of the inhabitants of Republic worlds.



Darth Bane

The Sith saw the developments as a sign that the Force was with them. With the promise of Coruscant just ahead, their ranks fell apart over who would rule the unified Sith galaxy. In 1010 BBY Lord Kaan's faction, the Brotherhood of Darkness, emerged victorious. Kaan made his headquarters on Roon, and within a few years the Brotherhood had retaken Korriban and established a new Sith training academy to provide fodder to throw against the Republic war machine. Other worlds selected for training included low-level outposts on Honoghr, Gentes, and Gamorr; spy schools on Ryloth, Umbara, and Nar Shaddaa; and advanced facilities on Dathomir and Iridonia to groom the next generations of Sith Lords.



Battle of Ruusan

Kaan's war began in earnest in 1004 BBY. The Brotherhood of Darkness landed occupying armies on Dromund Kaas and Malrev IV, only to be repulsed from each by furious Republic counterattacks. Kaan regrouped and launched a second wave, rolling over the Wookiee homeworld of Kashyyyk and chasing the retreating Jedi to neighboring Trandosha. In the Trandoshan city of Hsskhor, the Brotherhood of Darkness annihilated the Jedi holdouts and any natives bold enough to challenge them, buying the allegiance of the surviving reptilians in conflicts to come.

After Trandosha, the Sith racked up a grim string of victories. The Brotherhood's elite Gloom Walkers subjugated Phaseera, while dark side marauder Kaox Krul wiped out the Duros colony of Harpori. As Kaan grew in certainty that he would soon rule the galaxy, he attacked Ambria, Taanab, and the galactic southern quadrant at Bespin and Sullust, baiting the ranking Jedi commander, Lord Hoth, into meeting him in a winner-take-all showdown.

In 1001 BBY Lord Hoth's Army of Light finally crossed blades with Lord Kaan's Brotherhood of Darkness at Ruusan. The obscure world had been used by the Republic fleet as a staging

area to harass the Sith stronghold at Kashyyyk, and the Republic crumpled under the onslaught. A counterattack to recapture the planet failed, and an overconfident Kaan decided the time had come for a strike at the Core. His legions descended on the Bormea sector, launching coordinated strikes on Corulag, Chandrila, and Brentaal in an effort to choke off the Hydian Way and the Perlemian Trade Route. But Kaan miscalculated—with his forces elsewhere, Lord Hoth arrived at Ruusan to smash the Sith blockade and land an occupation army. The two ideological opposites fought bitterly over every centimeter of land, with Ruusan's peaceful natives left to watch their homeworld's slow death.

The Army of Light received reinforcements from Lord Farfalla, who had smashed the navy of former Jedi King Lahzar in the Tholatin system. The Sith, however, amassed their mental energy and released a Force shock wave that defoliated the planet. Lord Hoth had had enough, and in the seventh and final Battle of Ruusan he confronted a deranged Kaan inside a dark and cold cavern. With a clap of his hands, Kaan detonated a thought bomb that pulled the spirits of the Jedi and Sith combatants into an incorporeal vacuum, centered on what would become known as the Valley of the Jedi.

A single Sith Lord, Darth Bane, escaped to establish a new Sith Order under the precept of the "Rule of Two." The Republic, meanwhile, realized it had narrowly escaped extinction. Supreme Chancellor Tarsus Valorum seized the occasion to announce the Ruusan Reformations, which rebuilt the Republic government from the ground up.

THE KANZ DISORDERS

Callous as it is to say, the history of the galaxy includes atrocities that claimed many more innocent lives than the Kanz Disorders. But the Kanz Disorders live on in galactic memory and debate while other terrors have faded from view because they epitomize a problem the Republic, Empire, New Republic, and Galactic Alliance all have wrestled with: What responsibility does the central government have for those who profess to believe in galactic civilization's ideals, yet live beyond its boundaries?

Seeking protection against alien slavers known as the Ereesi, the humans of the chilly, forested world of Argazda sought admission to the Republic around 4200 BBY. Argazda and its neighbors were located beyond the galactic frontier, far from reliable trade routes, but the worlds' desperation—and their apparent descent from one of the Core's many ancient lost colonies—persuaded a reluctant Senate to admit the area as the Kanz sector.

Republic forces kept the Ereesi at bay until Argazda could defend itself, but the deeply conservative Argazdans found Republic culture immoral and offensive. Around 3970 BBY Provisional Governor Myrial declared the Kanz sector's independence, renaming it the Argazdan Redoubt. After Argazdans loyal to the Republic were slain in mass executions, an Argazdan battle fleet proceeded to Ereesus and blasted all life off its surface. That was just the beginning of a paranoid, bloody revolution that plunged the Kanz worlds into darkness.

Myrial had chosen the right time to revolt: The Republic



Myrialties on a rampage

was tied down fighting the Mandalorian Wars, which would lead to the disbanding of the Jedi Order and the horrors of the Sith Civil War. For three centuries the Myrialites turned the Kanz sector into a charnel house, bombing worlds and making thralls of entire populations. Lorrd, a sun-drenched world of sandy plains and shallow seas, suffered horribly at the hands of its neighbor: The Argazdans enslaved its human settlers and forbade them to speak with one another. In response, the Lorrdians developed an ingenious system of nonverbal communication that is part of their culture to this day.

When the reformed Jedi finally toppled the Myrialite regime in 3670 BBY, more than five billion lives had been lost. Coruscant's inability to curb the bloodshed led the Republic to reconsider extending membership to distant settlements and Republic enclaves—a grievous blow to the idealism of those who exalted the possibilities of galactic civilization. The Kanz Disorders would help shape the future of galactic settlement as well: The northern quadrant's frontier retreated to Iridonia, Ord Mantell, and Ithor; for millennia Coruscant showed little interest in supporting colonization of regions haunted by the memory of the Myrialites.

THE HAPES CLUSTER

This knot of ancient worlds sits near the Perlemian Trade Route on the outer edge of the Inner Rim—yet despite its proximity to one of the galaxy's greatest hyperlanes, the Hapes Cluster has remained stubbornly apart from galactic civilization.

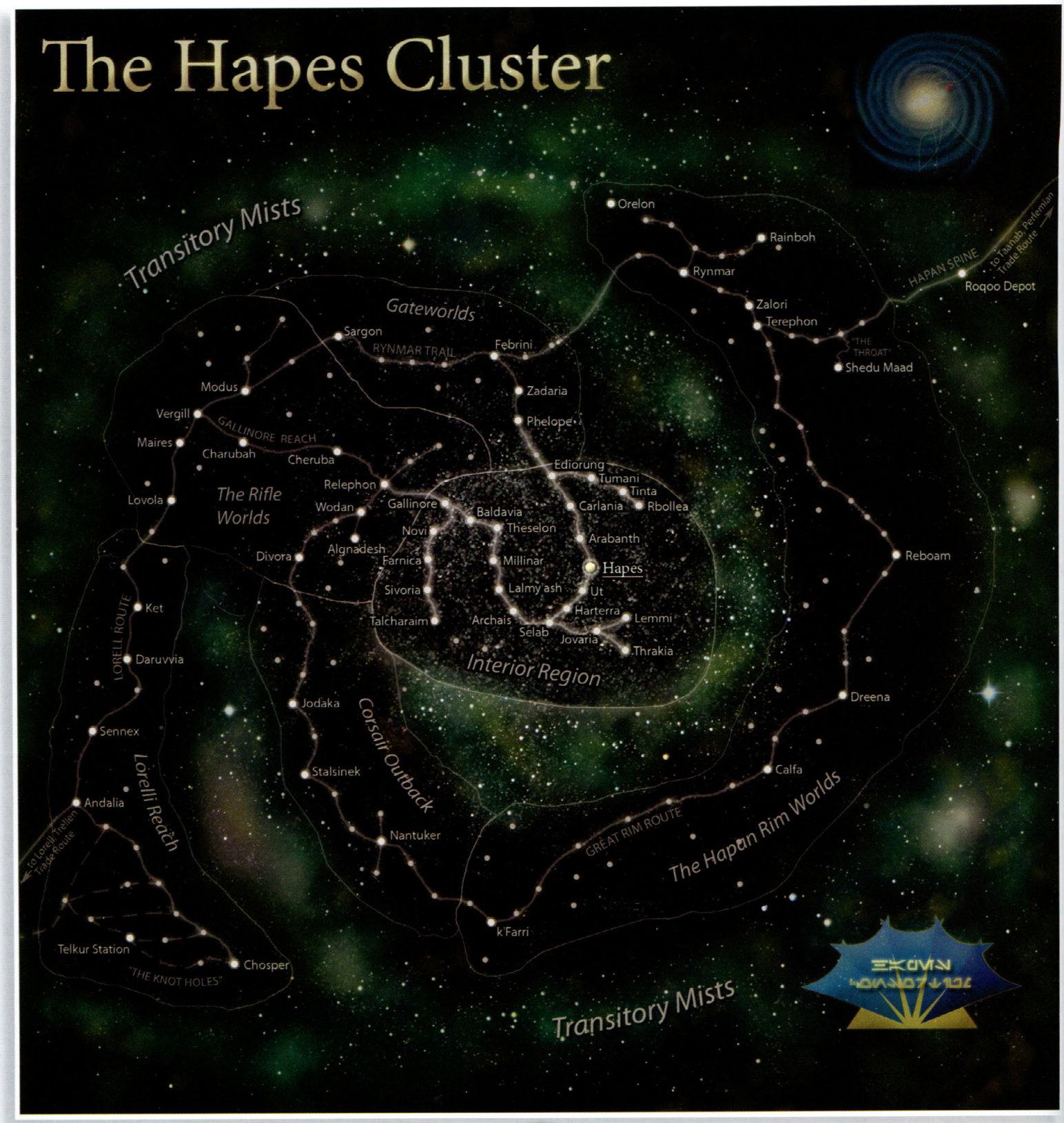


The Fountain Palace on Hapes

It's surrounded by vast drifts of gas and ionized particles known as the Transitory Mists, which make hyperspace travel all but impossible except for a few carefully guarded routes into the cluster. The Hapes Consortium, ruled by the line of hereditary matriarchs known as the Queen Mothers, has colonized sixty-three worlds within the cluster, though perhaps

twice that number are thought to be habitable. Hapes, the capital world, sits at the center of the Interior Region, which houses the eldest, dominant Hapan worlds. (For more on Hapes, see page 64.) The Rifle Worlds are the cluster's manufacturing base, and derive their name from an ancient, unsuccessful attempt at secession. The cluster's Rim Worlds lie on the borderline between the cluster and the larger galaxy. The Transitory Mists are prowled by Hapan pirates, equally romanticized and reviled figures who prey primarily on Hapan shipping but sometimes hunt outsiders' craft as well.

Beginning around 4200 BBY the Hapes Cluster was a haven for the Lorell Raiders, who harried shipping on the Perlemian for generations and became famous for carrying off beautiful female captives. After the Jedi Knights defeated the Raiders at the Battle of Lorell, the women of the Hapes Cluster established a matriarchal society marked by near-constant palace intrigues and assassination. Around 3100 BBY the Hapans sealed their borders and soon become virtual legends in the galaxy they'd left behind: Spacer tales told of the Hapans' beauty, immense riches, terrible warships, and cruelty.



The Republic left the Hapans alone; to the surprise of many, the Empire also ignored the Hapans, which led to numerous rumors of a mysterious connection between Emperor Palpatine and Hapes. In 8 ABY the Hapans granted Leia Organa an audience; soon afterward, the Hapan Queen Mother offered her son and heir, Isolder, to Leia as a husband. Mon Mothma, mindful of the Hapans' vast resources and fleet of Star Dragons, urged Leia to accept, but the Alderaanian Princess wound up marrying Han Solo, while Isolder wed Teneniel Djo, a Nightsister from Dathomir. While the Queen Mother's plot was foiled, the diplomatic contact led to a gradual opening of the cluster. Hapes sent a Senatorial representative to the New Republic, annexed Dathomir as an enclave, and fought against the Yuuzhan Vong. During the Corellian Insurrection, Hapan loyalists fought a brief, furious battle against disgruntled Hapan nobles who wanted to ally Hapes with Corellia.

THE HYDIAN WAY

Excerpts from the program for the 38:2:13 premiere of Maestro Trebian Shullos's *The Kallea Cycle,* Votrad Stadium, Brentaal, featuring Vessa Brentioch as Freia Kallea, Gelod Vothran as Sival Brentioch, and Amaro Fonteen as Banu Hydia.

To enhance your enjoyment of tonight's program, a summary of the plot follows, with major choruses, duets, and arias indicated. Translations from Old Brentaal will be provided on datapad channel 271.

Act I: The Hall of Brentioch

Act I is light and often comic, driven by the disconnect between Freia and Brentaal society (Chorus: "The Center of the Galaxy") and Sival's deceptions in wooing Freia. **Freia Kallea** is a headstrong daughter of House Kallea whose parents disapprove of her apprenticeship in the Brentaal Spacefarers League. They wish her to marry into a higher-ranking House (**Olun and Henne Kallea:** "A Fine and Proper Place"), but Freia disdains the Houses and the idea of marriage. Her best friend is **Arhul Habea,** purportedly an errand boy for House Brentioch, but really **Sival Brentioch,** the seneschal of that great House. He loves Freia (Sival and Chorus: "The Lady Must Hear") but she refuses his entreaties, saying her destiny lies among the stars (Arhul and Freia: "As Far as Farana").

A brokenhearted Sival decides he will devote everything to ensuring Freia's success (Sival: "All of This for You"). He secretly uses his family wealth to arrange things for Freia, including the use of the scoutship *Hope,* and commissions to knit together the unreliable hyperspace lanes between Brentaal and the Rim. When she sees that the commission extends "as far as Farana," she knows she has a benefactor and wonders who it is (Arhul and Freia: "Credit"). She takes the commission, and soon word comes to Brentaal of her achievements—a clear path through the dangerous Crombach Nebula, a treaty with the Nalroni of Celanon, and the discovery of a reliable route connecting Serenno and Telos (Chorus: "A Daughter of Brentaal"). But her accomplishments come at the expense of three rival scouts: the Duros **Banu Hydia** and the scheming Neimoidians **Thoax and Farge Osaax** (Freia: "Strange Eyes").



Amaro Fonteen as Banu Hydia

When Freia returns to Brentaal, Sival decides to reveal he is both Arhul and her secret benefactor (Sival: "The Lady Shall Hear"), but she brusquely rejects his servant's request for a meeting. Once again disguised as Arhul, a dejected Sival asks what she'll do now, and Freia replies that for a woman of Brentaal, finding a safe route across half the galaxy isn't enough—so she'll just have to blaze a trail across the other half (Freia: "Half the Galaxy").

Act II: The Jungles of Nuvar

Acts II and III are epic and dark, with the emphasis moving to Freia and her rivals. The action opens with Neimoidian merchants berating Thoax and Farge for their failures and ordering them to eliminate Freia (Chorus: "The Stars Are Ours"), which the cowardly Neimoidians attempt to do by hiring Banu, who refuses (Thoax, Farge, and Banu: "Loyalties").

Freia travels to Denon in search of a shortcut between the Corellian Run and the Rimma. In a cantina she and Banu discuss the perils of the Itani Nebula and the black holes of the Tyus Cluster, with Freia ignoring Banu's pleas for caution (Freia, Banu, and Chorus: "The Safest Form of Passage"). On Brentaal, Sival pines for his love (Sival: "Somewhere in the Dark") amid word of her latest accomplishments. On Malastare, Gran thugs hired by Thoax and Farge imprison Freia (Chorus: "Weak Little Thing"), but she's freed by Banu, who warns the Gran of Brentaal's power and Freia of her enemies (Banu: "Ever Closer").

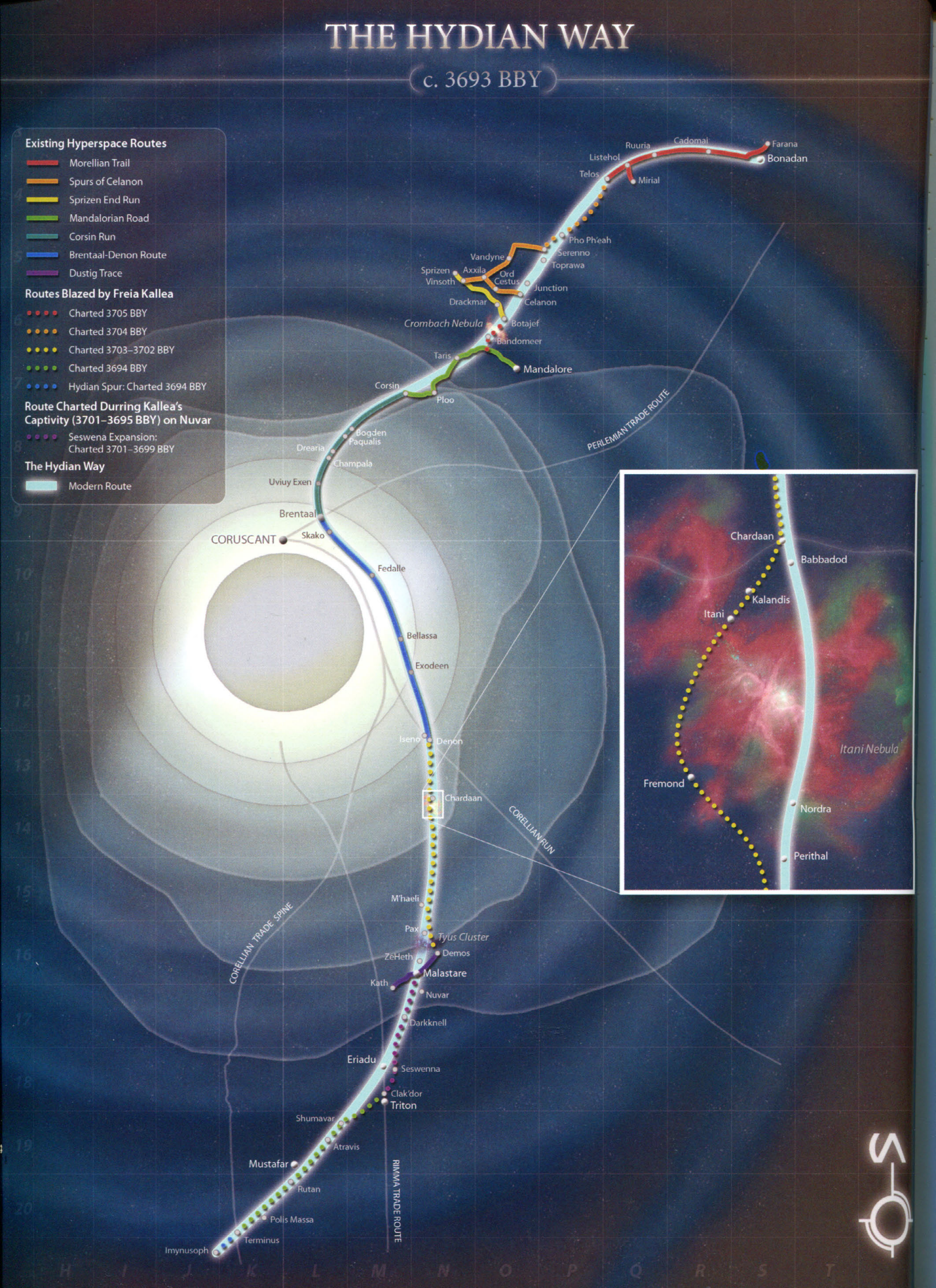
Freia returns to Brentaal and a reunion with Sival, who extols all she's accomplished and begs her to retire, but Freia refuses (Arhul and Freia: "The Road to Zonju"). Sival debates revealing his true identity, but decides against it (Arhul and Chorus: "The Lady Wouldn't Hear"). She returns to Malastare, where she fails to heed Banu's warnings. Thoax and Farge cripple the *Hope,* which crash-lands on the uncharted world of Nuvar (Thoax and Farge: "A Fine and Private Place").

Act III: The Temple of Imynusoph

Act III begins on Brentaal, where Freia has been lost for six years and finally declared dead, though Sival, Olun, and Henne refuse to believe it's true (Chorus: "A Daughter of Brentaal [Reprise]"). Thoax and Farge have given up scouting and are now the heads of a Neimoidian trade cartel (Thoax and Farge: "The Stars Are Ours [Reprise]"). Banu has

THE HYDIAN WAY

c. 3693 BBY



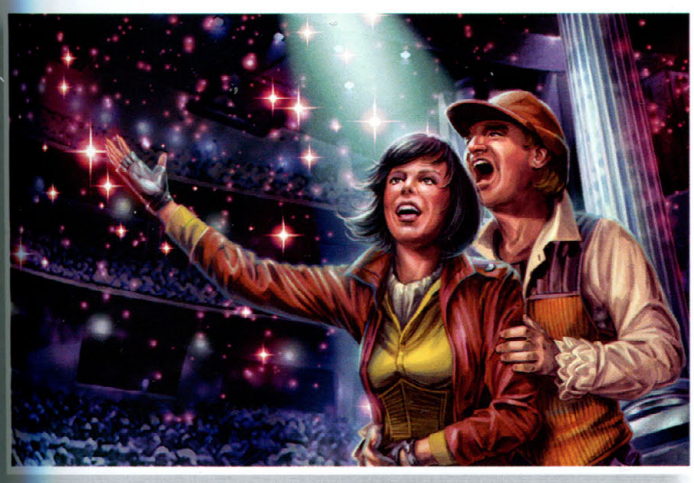
remained a scout, and still searches for Freia (Banu: "Somewhere in the Dark [Reprise]").

He finds her on Nuvar, grown wild and strange in her exile (Banu and Freia: "The Jungles of Nuvar"). She swears him to secrecy and returns to Brentaal, disguising herself as a Bureau of Ships and Services hierophant to see if her parents and Arhul still mourn her (Freia, Arhul, Olun, and Henne: "All the Vertex on Brentaal"). She then returns to the stars, disappointed that her route has been extended to the Rimma Trade Route, but determined to bridge the gap between the Rimma and the Corellian Trade Spine. She convinces Banu to blaze this final trail with her (Banu and Freia: "One Last Road"). They win through the dust clouds surrounding the Tosste system and reach Terminus. Banu thinks Freia will now retire, but she wants revenge on Thoax and Farge.

Freia lures the Neimoidians to Imynusoph, whose natives seem peaceable, though Freia has become rather high-handed in her dealings (Freia and Chorus: "Bow Down to the Stars"). Thoax and Farge are eager to stake their claim to this purported treasure world (Thoax and Farge: "The Vaults of Imynusoph"), and are horrified when Freia reveals herself at a banquet in a great temple (Freia, Thoax, and Farge: "Here Stands a Ghost"). Freia orders the Imyni to bind the Neimoidians, but the Imyni turn on all the outworlders even as the Neimoidians summon a band of Gran and Dug thugs they've brought for protection—and Sival Brentioch (told by Banu that Freia is alive) arrives with a fleet from Brentaal.

In the battle that follows, Banu saves Freia but is mortally wounded. As he lies dying in the burning temple, Sival reveals his true identity and his role as Freia's benefactor (Banu, Freia, and Sival: "Go Now"). Thoax and Farge are arrested, and Freia and Sival return to Brentaal to bury Banu, whose name will grace Freia's great trade route (Freia: "The Hydian Way"), and to marry (All: "The Center of the Galaxy [Reprise]").

Historic Notes. As expected for an opera composed twenty-two hundred years after the events it describes, The Kallea Cycle takes some liberties with Kallea's story. Despite the great popularity of the name he assumed, there's no evidence that Sival Brentioch ever hid his identity or his role as an underwriter while courting Kallea. Recent scholarship by Imperial archivists, meanwhile, suggests Banu Hydia's role in the story has been exaggerated. Freia Kallea knit together several preexisting routes in blazing the eastern half of the Hydian Way, and the Brentaal–Denon Route was eons old during her time. The Cycle is remarkably accurate in recording the navigational obstacles she overcame, however, and Kallea's accomplishments in the western half of the galaxy continue to inspire awe in scouts. It should be noted that stellar drift and changing economics have caused many parts of the Hydian Way to shift slightly since Kallea's time.



Freia and Sival on stage

Addendum. Much as been made by irresponsible media outlets of the decision that Banu Hydia's role—traditionally sung by a Duros double-bass vocalist—will be sung by Chandrila's Amaro Fonteen. Neither the Brentaal Council on High Human Culture nor the Brentaal Hall Conservatory countenance the narrow-minded idea that a Duros role cannot be voiced by a human. The council and conservatory also reject out of hand the idea that certain arias in the Cycle should be considered somehow offensive in their portrayals of nonhumans and their philosophies. The Cycle is one of the highest achievements of Brentaal and Core culture, and as such speaks for itself.

This addendum was prepared with the assistance of the Arts Division of the Commission for the Preservation of the New Order's Coalition for Progress.

DESCENT INTO DARKNESS

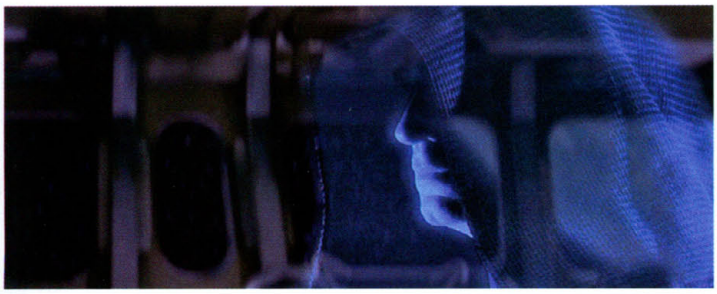
Like any conflict, the Clone Wars didn't come out of nowhere. Its causes dated back more than a century, and included an age-old problem for the Republic: the divisions between the galaxy's inner and outer regions.

In 124 BBY the Senate approved two significant and related pieces of legislation. The Outer Rim Territories were declared a free-trade zone and exempted from the sometimes oppressive taxes levied by systems, sectors, and regions. (Portions of the Mid Rim later received a similar exemption.) And the definition of functional constituencies entitled to representation in the Senate regardless of geography was extended to guilds and corporations.

Both acts benefited the shipping cartel known as the Trade Federation, but that wasn't their primary aim. The power of local despots and fear of pirates and slavers had strangled trade and stifled economic production in the Rim worlds, breeding political isolation. By acting, the Senate hoped to jump-start commerce in the Mid and Outer Rim and forge ties between these outlying areas and the rest of the galaxy.

How to solve this problem was the subject of considerable debate in the Senate. One faction (generally called the Militarists, though many objected to that tag) argued that central authority was the best answer, and called for the Republic to break with the Ruusan Reformations and once more combine its scattered planetary and sector militaries into a standing army and navy. But others feared renewed militarism, arguing that with the right incentives, the galaxy's private sector would open up trade, which would in turn spur demands for political freedom and knit the galaxy back together.

The Senate underestimated the power of the Trade Federation, however. The cartel moved ruthlessly and efficiently into the Rim, striking hard bargains with impoverished systems and sectors that did far more to benefit the Federation than they did to stimulate economic growth. The Trade Federation also took full advantage of the fine print of the bylaws governing functional constituencies, constructing trade agreements so that first systems and later whole sectors handed over their votes in the Senate to the Federation. Within generations, the Trade Federation commanded sufficient Senate votes to hamper its competitors and tie up grievances against it in courts and commissions.



Darth Sidious plots in secret.

Some in the Core felt the Trade Federation deserved its gains: Its scouts had blazed countless new hyperspace routes into the Rim, and with the cartel's backing planetary security forces had routed pirates and bandits from a number of important space lanes. (The Trade Federation's efficiency also won admiration among those weary of stagnant government.) But many in the Rim didn't agree: They decried the group's bare-knuckles negotiations, bemoaned the lack of real commercial competition, and resented the deals that had robbed them of representation.

By 52 BBY, when a new Senator arrived on Coruscant to represent Naboo and the Chommell sector, a resistance group—the Nebula Front—had emerged vowing to thwart the Trade Federation by any means necessary. The Front's list of grievances won some sympathy in the Senate, but most Senators feared its penchant for violence and the possibility that it might become a separatist movement in the Rim. And though few Senators admitted this openly, they also feared the growing power of the Trade Federation and its allies, such as the Corporate Alliance and the InterGalactic Banking Clan.

The new Naboo Senator, Palpatine, was not the unassuming figure he seemed. In reality he was Darth Sidious, the secret heir to the Sith traditions. And over the next two decades he would exploit the divisions between the Core and the Rim and manipulate the Trade Federation and its enemies until the galaxy stood poised on the verge of the war that would destroy the Republic.

Sidious was the puppetmaster of the Stark Hyperspace War, which erupted in 46 BBY when the piratical entrepreneur Iaco Stark began raiding Trade Federation shipments of bacta (then at a premium because of a shortage) and reselling it for less than what the Federation charged its captive markets. Senator Finis Valorum attempted to end the crisis with a diplomatic summit at Troiken, but the situation exploded into war when Stark tried to take the negotiators hostage. Meanwhile, Eriadu's Militarist Senator, Ranulph Tarkin, had assembled a battle fleet (which he referred to as the Republic Navy in a bit of bombastic propaganda) and sped to Troiken to smash Stark's forces.

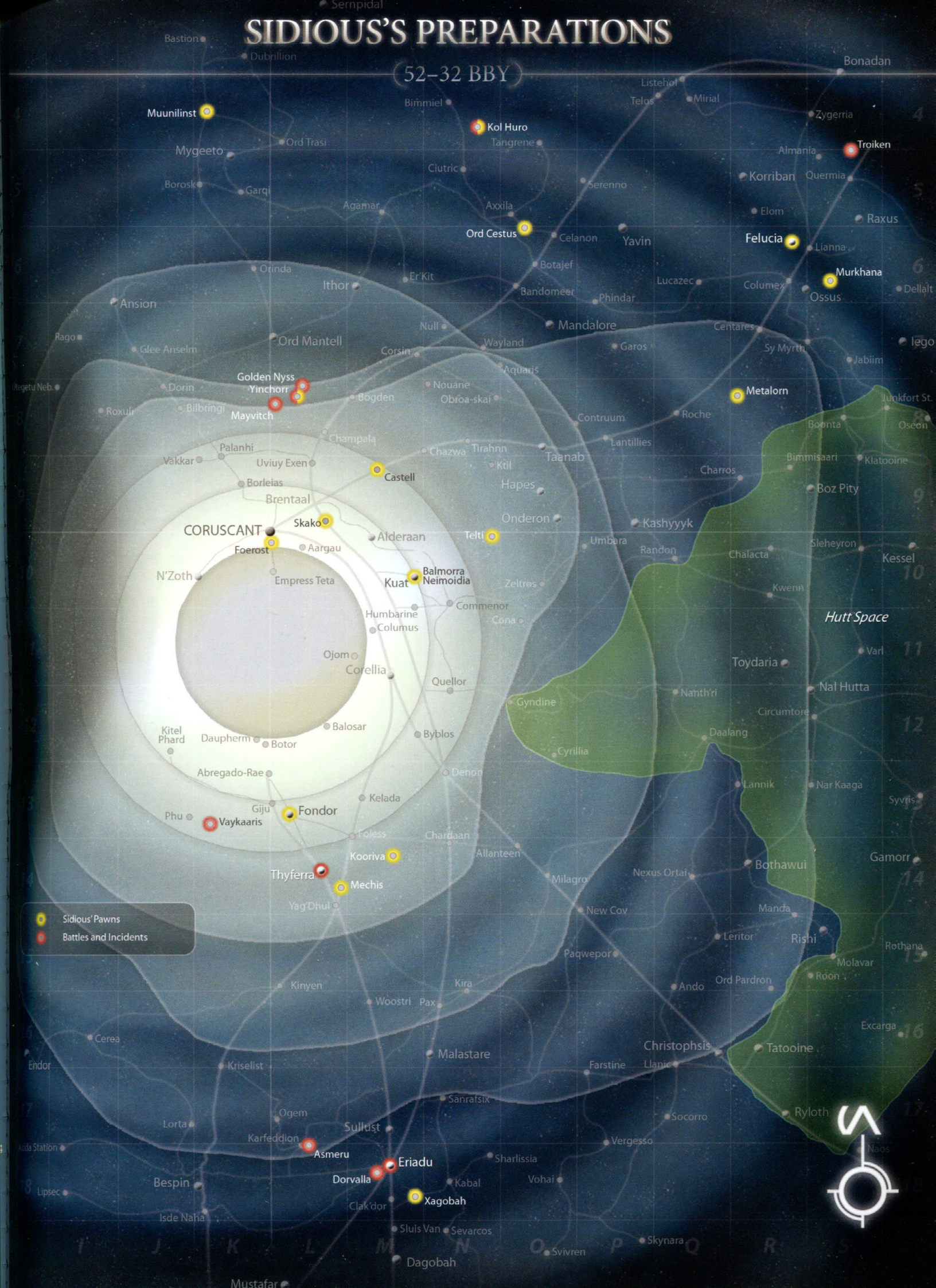
Tarkin's fleet was decimated by a navicomputer virus uploaded to its ships by Stark, and the Eriadu strongman died battling Stark's forces. Stark defected to the Republic and helped end the crisis in return for amnesty, while the Trade Federation agreed to lend its freighters to a Jedi rescue mission. The crisis passed, but both the Trade Federation and the Republic had been weakened and radicalized. The bacta thefts were a ruse cooked up between Stark and the Trade Federation's viceroy; after the crisis, the Trade Federation intensified demands that it be allowed to beef up its security forces to protect its freighters in the Rim. The powerful Tarkin family backed Valorum for Chancellor and saw the new Chancellor declare Ranulph Tarkin the "Hero of Troiken," a gesture that won new backing for Militarism. The Militarists pushed through authorization for a new fleet of Dreadnaughts, codenamed *Katana*, and even Senators who wouldn't support such efforts called for greater control of outlying sectors and commerce.

The Sith Lord continued manipulating events during Valorum's two terms as Chancellor. As Palpatine, he worked his way into the Chancellor's inner circle; as Sidious, he declared himself to several high-ranking Neimoidians in the Trade Federation ranks and helped the cartel strike deals with a number of key Rim worlds, giving it even more power in the Senate. And he constantly tested the Republic and the Jedi. Shortly after the Stark incident, he pushed an Outer Rim warlord, Kol Huro's Mustag Olus, into building an army of battle droids—an army that had to be defeated by the Jedi in the absence of military forces that could face them. In 33 BBY he stirred up the Yinchorri Uprising, which defeated a species Sidious feared, killed Jedi, renewed calls for a standing military, and made Valorum look ineffective.

Soon after that, Sidious launched his master plan amid growing violence between the Trade Federation and the Nebula Front. Palpatine convinced Valorum to propose a tax on the Outer Rim trade routes, which would undo the tax advantages enjoyed by the Trade Federation, as well as the Corporate Alliance and the InterGalactic Bank Clan; in return, he said with apparent reluctance, the Trade Federation would have to be allowed to take whatever steps it deemed necessary to protect its vessels. Valorum, not seeing an alternative, took Palpatine's advice—but his speeches to the Senate were harshly critical of the Trade Federation's policies. His tone boosted anti-Federation feeling and the Militarist camp; the repeal of the free-trade zones would unite the Trade Federation, the Alliance, and the IGBC, three key members of the future Confederacy of Independent Systems.

Sidious's goal was the creation of a Trade Federation droid army subject to his wishes, but he had a problem: The cartel's leaders were reluctant to give up their tax status and spend countless credits on defense. Sidious manipulated Valorum into holding a summit about the issues on Eriadu; there, he made it look like Valorum had diverted billions of credit to a family-owned business and arranged the assassination of four members of the Trade Federation directorate who'd resisted the bargain he'd arranged.

Sidious was pleased: Valorum had been weakened, the Militarist camp was gaining adherents in the Senate, suspicions were rising between the Core and the Rim, and the Trade Federation was now dominated by Neimoidians in thrall to him. (One, Hath Monchar, would betray Sidious and attempt to reveal the plot, only to be murdered by the Sith apprentice Darth Maul.) With Baktoid and Haor Chall filling the Trade Federation's or-


SIDIOUS'S PREPARATIONS
52–32 BBY
Sidious' Pawns
Battles and Incidents
Hutt Space
Sernpidal
Bastion
Dubrillion
Bonadan
Listehol
Telos
Mirial
Muunilinst
Bimmiel
Zygerria
Kol Huro
Tangrene
Troiken
Mygeeto
Ord Trasi
Almania
Clutric
Korriban
Quermia
Borosk
Garqi
Serenno
Agamar
Axxila
Elom
Raxus
Ord Cestus
Celanon
Yavin
Felucia
Lianna
Botajef
Orinda
Murkhana
Er'Kit
Lucazec
Columex
Ithor
Bandomeer
Phindar
Ossus
Dellalt
Ansion
Null
Mandalore
Centares
Rago
Ord Mantell
Wayland
Garos
Sy Myrth
Iego
Glee Anselm
Corsin
Jabiim
Aquaris
Golden Nyss
Yinchorr
Nouane
Dorin
Bogden
Obroa-skai
Metalorn
Junkfort St.
Roxuli
Bilbringi
Mayvitch
Contruum
Roche
Boonta
Oseon
Champala
Lantillies
Palanhi
Chazwa
Tirahnn
Taanab
Bimmisaari
Klatooine
Vakkar
Uviuy Exen
Ktil
Castell
Charros
Borleias
Hapes
Boz Pity
Brentaal
Onderon
Skako
CORUSCANT
Kashyyyk
Alderaan
Telti
Umbara
Foerost
Aargau
Randon
Sleheyron
Chalacta
Kessel
N'Zoth
Empress Teta
Balmorra
Neimoidia
Kuat
Zeltros
Kwenn
Commenor
Humbarine
Columus
Cona
Ojom
Varl
Toydaria
Corellia
Quellor
Nal Hutta
Nanth'ri
Gyndine
Circumtore
Kitel
Phard
Daupherm
Botor
Balosar
Byblos
Daalang
Cyrillia
Abregado-Rae
Denon
Lannik
Nar Kaaga
Kelada
Giju
Fondor
Phu
Vaykaaris
Foless
Chardaan
Kooriva
Allanteen
Gamorr
Thyferra
Bothawui
Nexus Ortai
Milagro
Mechis
Yag'Dhul
New Cov
Manda
Leritor
Rishi
Paqwepor
Rothana
Molavar
Roon
Kinyen
Kira
Ando
Ord Pardron
Woostri
Pax
Excarga
Cerea
Christophsis
Tatooine
Endor
Malastare
Kriselist
Farstine
Llanic
Sanrafsix
Ogem
Socorro
Ryloth
Lorta
Sullust
Karfeddion
Vergesso
Asmeru
Eriadu
Sharlissia
Dorvalla
Kabal
Vohai
Bespin
Lipsec
Xagobah
Clak'dor
Isde Nahal
Sluis Van
Sevarcos
Skynara
Svivren
Dagobah
Mustafar

THE PHANTOM MENACE

With arguments over the newly imposed taxation of outlying trade routes continuing to divide the Senate, Darth Sidious manipulated the Trade Federation into putting its new military forces to the test by blockading Naboo, the unassuming homeworld of Senator Palpatine, in protest of the Senate's move.

Supreme Chancellor Valorum, weary of the cartel's perfidy, skirted the limits of his authority by dispatching two Jedi Knights, Qui-Gon Jinn and Obi-Wan Kenobi, to meet with Viceroy Nute Gunray aboard the blockade's flagship. Gunray grasped that the mission couldn't have Senate approval and contacted Sidious, who ordered the Neimoidians to kill the Jedi, destroy their ship, and invade Naboo. Qui-Gon and Obi-Wan escaped and rescued Queen Amidala from her captors, then convinced her to run the blockade aboard her Royal Starship in the hope of bringing word of the invasion to Coruscant.

The Royal Starship was damaged in making its escape and diverted to the Hutt-controlled desert world of Tatooine, where Qui-Gon secured the parts needed to repair the ship with the help of Anakin Skywalker, a young slave with an astonishing natural affinity for the Force. Escaping an attack from a mysterious Sith warrior, the Jedi, Amidala, and Anakin rushed back to Coruscant.

On the capital world, Amidala's efforts to persuade the Senate to help Naboo came to naught, hamstrung by Senate bureaucracy and maneuvering. Frustrated, the young Queen called for a vote of no confidence in the embattled Valorum, paving the way for a new Chancellor. After Amidala decided to return to Naboo and resist the Trade Federation occupation, the Jedi Council sent Qui-Gon and Obi-Wan with her for protection. On Naboo events moved quickly toward an endgame: The young Queen led a raid on the occupied city of Theed, during which Viceroy Gunray was captured and Darth Maul killed Qui-Gon, to be struck down in turn by Obi-Wan. But victory was secured only when young Anakin destroyed the Droid Control Ship, leading to the shutdown of the Trade Federation's battle droids.

The Battle of Naboo looked like a setback for the Trade Federation, but Darth Sidious had secured his objective without anyone suspecting the real nature of the plot he'd set in motion. Sympathy for the Naboo had helped his alter ego, Palpatine, obtain election as Supreme Chancellor. The Republic's levers of power were now in the Sith Lord's grasp.



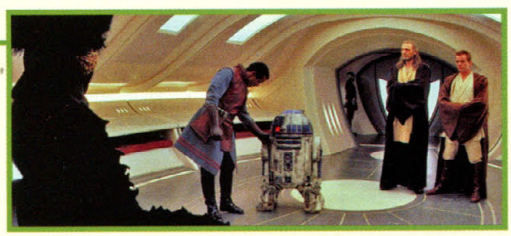
1. Preparations for War: After a failed summit on Eriadu and the assassination of four members of its directorate, the Neimoidian-dominated Trade Federation approves a military buildup designed to cement Neimoidia's authority over the galaxy's outlying space lanes. Colicoid and Baktoid factories move quickly to fill the Trade Federation's orders, and droid starfighters, landing craft, armored assault tanks, and multi troop transports are brought to the Trade Federation distribution center on Enarc.



2. Blockade at Naboo: At Enarc the Trade Federation assembles a fleet of converted *Lucrehulk*-class battleships, led by the flagship *Saak'ak*. The fleet, accompanied by Viceroy Nute Gunray and Settlement Officer Rune Haako, moves to blockade Naboo. Merchants bringing cargoes to Naboo are directed to Enarc, where they can exchange their goods for outbound shipments at Trade Federation expense.



3. A Secret Mission: Supreme Chancellor Valorum approaches the Jedi Council with a secret plan to break the siege: send Jedi Knights as his personal ambassadors. Mace Windu agrees to send Qui-Gon Jinn and Obi-Wan Kenobi, who witnessed the plot on Eriadu. The two journey to Naboo's orbit aboard the Republic Cruiser *Radiant VII*, whose scarlet hull indicates that its passengers are diplomats from the Republic capital—a rare and imposing "Coruscant red" in diplomatic circles.



4. Running the Blockade: After escaping from the *Saak'ak*, Qui-Gon and Obi-Wan rescue Amidala and urge her to leave with them—a move opposed by Captain Panaka, but supported by Governor Sio Bibble. The Royal Starship is damaged in its escape, however, and can't reach Coruscant. In an effort to avoid Trade Federation pickets, the Jedi opt to head for Tatooine in the Outer Rim via the Triellus Trade Route. While controlled by the Hutts, Tatooine has no Trade Federation presence—and its location near the Corellian Run allows for a speedy trip to Coruscant.



5. Hunting the Queen: On Tatooine the Royal Starship receives a transmission from Bibble, warning that the situation on Naboo is grave and begging Amidala to contact him. Obi-Wan cautions that it's a trick designed to discover their location, and orders that no reply be sent. But Panaka ignores the Jedi's orders and secretly sends a brief, encrypted reply, saying only that the Queen is safe and will soon return. He hopes the burst message is too short to be tracked, but Sidious's agents intercept it and trace it to Tatooine. Sidious dispatches his apprentice Darth Maul to Tatooine to kill the Jedi and return Amidala to Naboo. After a brief skirmish with Togorian pirates above Tatooine, Maul descends to the desert planet.



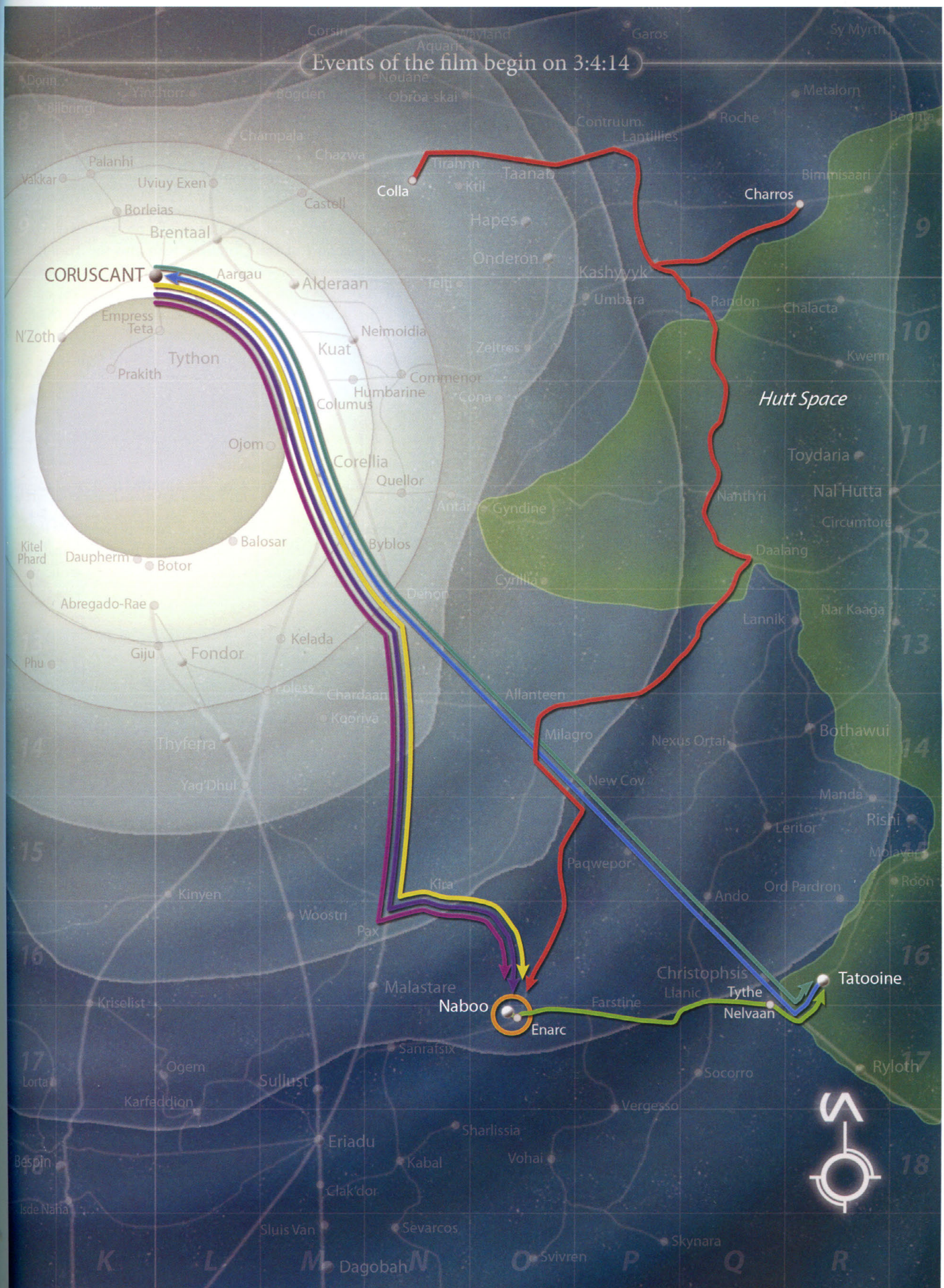
6. Into the Core: Anakin Skywalker's heroics in the Boonta Eve Podrace allow the repair of the Royal Starship; after escaping Maul, Amidala and the Jedi speed to Coruscant. Maul returns to his Sith Infiltrator and follows.



7. Wesa Going Home: After appearing before the Senate and calling for a no-confidence vote in Chancellor Valorum, Amidala decides to return to Naboo, accompanied by Qui-Gon and Obi-Wan. Sidious sends Maul to Naboo—now guarded by a single Droid Control Ship—in pursuit. On Naboo, Amidala's forces capture Viceroy Gunray, while Anakin destroys the Droid Control Ship.



8. Amid the Celebration, Questions: Palpatine, newly elected Chancellor, heads to Naboo with the Jedi Council to celebrate the Naboo's victory and take the Neimoidians into custody. But amid the victory celebration, there are questions: What was behind the oddly aggressive moves by the Trade Federation? And where is the second Sith?


Events of the film begin on 3:4:14
Colla
Charros
CORUSCANT
Hutt Space
Naboo
Enarc
Tatooine
Tythe
Nelvaan
Malastare
Christophsis
Eriadu
Dagobah
Corsin
Garos
Sy Myrth
Nouane
Obroa-skai
Metalorn
Roche
Contruum
Lantillies
Champala
Chazwa
Palanhi
Vakkar
Uviuy Exen
Borleias
Castell
Brentaal
Taanab
Ktil
Hapes
Onderon
Kashyyyk
Umbara
Randon
Chalacta
Bimmisaari
Aargau
Alderaan
Empress Teta
N'Zoth
Tython
Prakith
Neimoidia
Kuat
Commenor
Humbarine
Columus
Cona
Zeltros
Kwenn
Ojom
Corellia
Quellor
Toydaria
Nal Hutta
Nanth'ri
Gyndine
Circumtore
Daalang
Kitel Phard
Daupherm
Botor
Balosar
Byblos
Cynilla
Abregado-Rae
Dehon
Lannik
Nar Kaaga
Kelada
Giju
Fondor
Phu
Chardaan
Koonlva
Allanteen
Milagro
Nexus Ortai
Bothawui
Thyferra
Yag'Dhul
New Cov
Manda
Rishi
Leritor
Paqwepor
Kira
Kinyen
Woostri
Pax
Ando
Ord Pardron
Roon
Kriselist
Farstine
Lianic
Santrafsix
Ogem
Lorta
Sullust
Karfeddion
Socorro
Ryloth
Vergesso
Sharlissia
Besbin
Kabal
Vohai
Clak'dor
Isde Nahia
Sluis Van
Sevarcos
Skynara
Svivren
9
10
11
12
13
14
15
16
17
18
K
L
M
N
O
P
Q
R

ders for droids and warships, Sidious told Viceroy Nute Gunray it was time to test his army with a political protest: a blockade of a world that had worked against the Trade Federation's interests. Gunray thought of Eriadu, but Sidious had another spot in mind—Palpatine's homeworld of Naboo.

A Sith saying has it that luck is the remnant of manipulation; as Sidious arranged his incident at Naboo, the wisdom of this saying was proven to him. Through a disciple, the disillusioned Jedi Dooku, Sidious learned the Jedi Master Sifo-Dyas had secretly placed an order for a massive clone army with the renegade geneticists of Kamino. Sidious intended for the Republic to rearm, but now wasn't the time—and a Jedi Master who'd foreseen the rise of the Sith could ruin his plans. To prove himself to Sidious, Dooku killed Sifo-Dyas, erased all trace of Kamino from the Jedi Archives, and left the Order. Now the clone army would be Sidious's to command; all Sidious and Dooku needed was a suitable Prime Clone.

A CLOSER LOOK: TATOOINE, GEONOSIS, AND THE ARKANIS SECTOR

The Arkanis sector has long been a crossroads for travelers and traders moving to and from the Core Worlds via the Corellian Run, and those moving between Hutt Space and planets of the Mid and Outer Rim along the Triellus Trade Route. The sector is often informally divided between the Regency Worlds of Arkanis, Issor, New Ator, Vasch, and Huldamun, whose primary economic connection is to legitimate trade along the Run, and the Hutt-dominated economies Spinward of Kemal Station.

The sector includes dozens of inhabited worlds not shown on the accompanying map, the majority of them hardscrabble mining colonies, lackluster industrial worlds, or struggling agricultural settlements. It also includes thousands of uninhabited systems.

Arkanis is the sector capital, a mildly prosperous trade world at the intersection of the Corellian Run and the Triellus Trade Route. Arkanis was colonized around 4200 BBY by pilgrims from the Core world of Ator. Contact with the Core was lost and most of the other Atorese colonies withered and died, but Arkanis survived as the capital of a small empire, the Arkanis Regency, until its readmission to the Republic.

Issor is Arkanis sector's economic engine, at least when strictly legal trade is considered. The system contains three productive worlds: Issor and Cadezia are industrial planets, while Trulalis once housed a thriving university that attracted students from several surrounding sectors.

The agriworld of **New Ator** was founded by Atorese colonists around 80 BBY.

Kemal Station is a borderline of sorts between the Regency Worlds and the Triellus worlds, servicing legitimate traders and smugglers alike. Despite its name, Kemal isn't an artificial con-

OUTBOUND FLIGHT

Five years after the Battle of Naboo, the Jedi Master Jorus C'baoth led an array of six Dreadnaughts around a central fuselage on an ambitious voyage into the Unknown Regions of the galaxy—and, it was hoped, to another galaxy and back. Officially, C'baoth intended to explore the Unknown Regions and extend the Republic's reach by creating colonies there. He also hoped to locate the Fosh Jedi Vergere, who'd disappeared at Zonama Sekot with the mysterious aliens known as the Far Outsiders. Privately, C'baoth feared the Republic was on the brink of ruin, and wished to remove a corps of Jedi from Coruscant and its poisonous politics. Toward this end, he preferentially selected human colonists with Force-sensitive children; if the Jedi Council wouldn't safeguard the future of the Jedi, he'd do so by creating a new Order beyond its reach.

Outbound Flight left Yaga Minor with six Jedi Masters, twelve Jedi Knights, and some fifty thousand colonists. Before passing into the Unknown Regions, the Dreadnaughts took a meandering, three-week shakedown cruise carefully mapped out to visit the home sectors of some of the project's key Senate backers. (An impatient C'baoth scrapped an originally planned stop in the Albanin sector, on the other side of the galaxy.) The cruise also gave C'baoth a chance to take the measure of the other Jedi and the colonists: He had little use for the tradition that Jedi could only guide others, contending that as the universe's ultimate power, they should rule.

Outbound Flight's voyage into the unknown began at remote Roxuli, where Supreme Chancellor Palpatine visited the ship and left with Obi-Wan Kenobi and Anakin Skywalker. That saved the two Jedi from Sidious's trap: A Trade Federation task force attended by Sidious's agent Kinman Doriana waited in ambush near Outbound Flight's first scheduled navigational check in the Unknown Regions.



Thrawn confers with Darth Sidious.

That trap was never sprung; the task force had unwittingly crossed into territory claimed by the Chiss, and was crushed by forces under the command of Mitth'raw'nuruodo of the Expansionary Fleet of the Chiss Ascendancy. Captured, Doriana told Thrawn of the existence of Sidious (whom the Chiss even met via holoprojector) and said Outbound Flight must be destroyed because of the threat posed by the Far Outsiders. According to Doriana, Sidious feared that contact with Outbound Flight might accelerate the alien invaders' timetable, unleashing them on a galaxy too mired in chaos to fight back. Thrawn knew this threat was real—the Chiss had repulsed the Far Outsiders' scouts on the far side of the Ascendancy.

When Outbound Flight arrived, C'baoth scoffed at talk of the Far Outsiders and refused Thrawn's ultimatum to turn back or be destroyed. The Jedi Master was killed in the subsequent battle, and the crippled Dreadnaughts crash-landed on a planetoid in the Chiss Redoubt. Nearly five decades later, the shattered vessels were discovered by the Chiss and a handful of survivors and their descendants were rescued.

struct, but a damp, foggy moon orbiting the silvery gas giant Kemal, a relatively poor Tibanna gas mine.

Andooweel is an impoverished world with a scattering of industry, mining operations, and agriculture, none of it particularly successful.

For a profile of **Tatooine**, see page 105.

The forested world of **Ooo-temiuk** is a Rodian colony established around 75 BBY, as part of a migration of Rodians from their troubled homeworld to here, Utaruun, and Tatooine. In recent years Pii's Greel Wood Logging Corporation has planted stands of greel saplings here.

The Foroon Worlds are a trio of systems on the Triellus remade into Hutt throneworlds in the last century of the Republic. **C-Foroon** once belonged to Gardulla the Hutt, but was taken over by Jabba in the name of the Desilijic kajidic after the Empire outlawed slavery in the Rim, ruining Besadii fortunes in Arkanis sector. **B-Foroon** is a mucky world controlled by the Falijozic clan and their Toydarian retainers; **A-Foroon** is a windy world of scraggly forests run by gangs of Yahk-Tosh in the name of the Jahibakti kajidic.



Tatooine's distinctive twin suns at nightfall

Located on the edge of the sector, **Piroket** is a motley trade world with substantial Hutt and Bothan minorities—an uneasy mix that makes for frequent intrigue.

Vuzsa, located in the near-starless void known as the **Gulf of Tatooine,** is a nondescript world that serves as a refueling point for ships making the long run from Piroket to Pii—a route sometimes taken by starships wishing to avoid Tatooine and its bare-knuckles reputation.

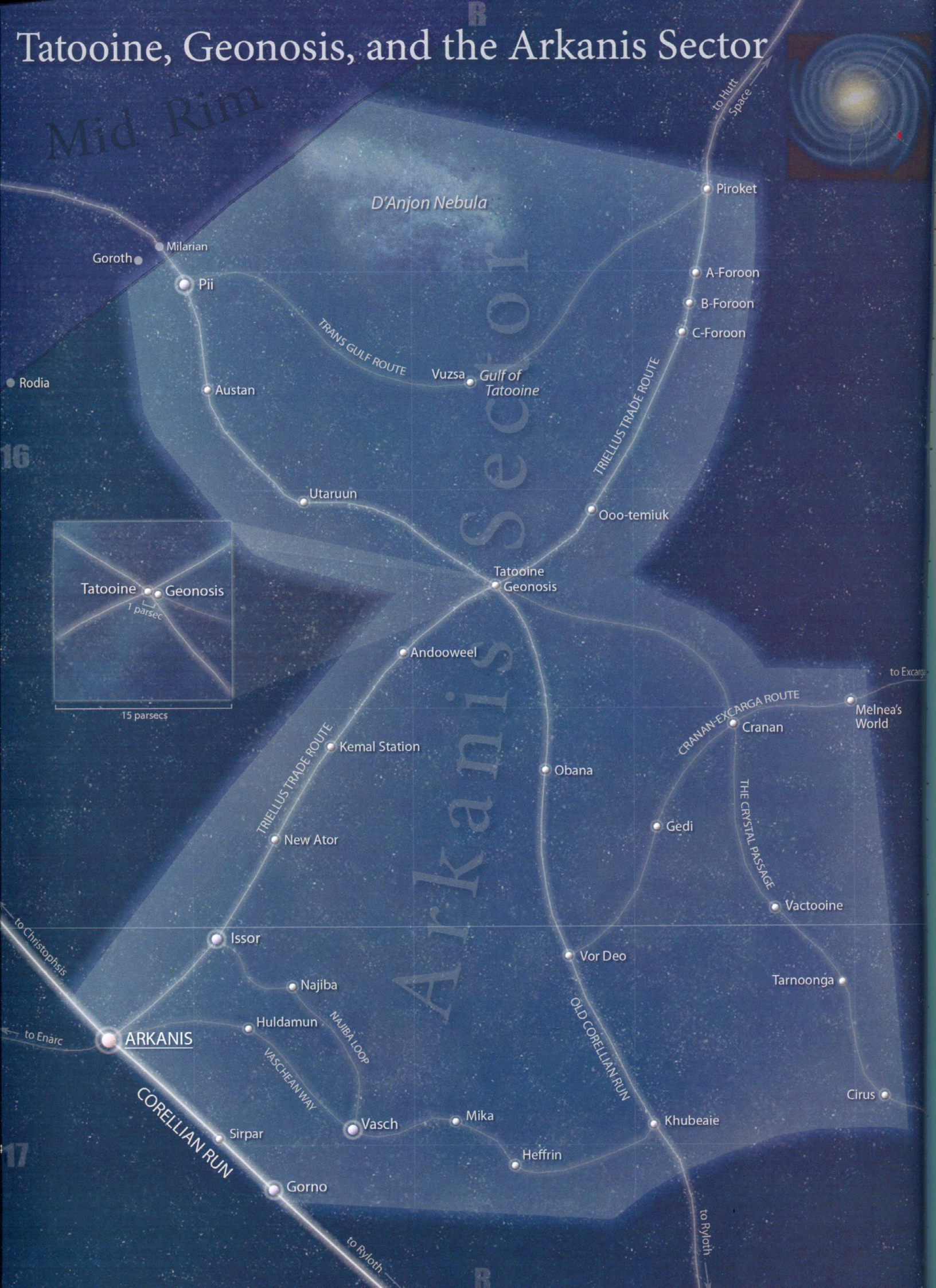
The **D'Anjon Nebula** is a vast, glowing field of gas left over from an ancient supernova. The area is a navigational hazard, and the young stars within it are unexplored and barely surveyed.

On the edge of the Mid Rim on the Old Corellian Run, **Pii 3** and **Pii 4** are famous for their exports of greel wood. After exploratory mining operations proved fruitless, the Pii system was sold to an eccentric Corulag entrepreneur as a nature preserve.

The **Austan** system contains a single gas giant and a swirling cloud of asteroids, the remnant of some cataclysm. Centuries ago, the Corellian Run went through Pii, Tatooine, and Vor Deo; during that period the asteroids were the site of mining operations and a handful of resorts. While the mines were tapped out long ago, a few resort asteroids still cling to life, serving as getaways for the privileged of the Regency Worlds.

Originally a minor agriworld, **Utaruun** was abandoned after the Corellian Run "jumped" to its present location. In the last century it has seen an influx of Rodian colonists.




Tatooine, Geonosis, and the Arkanis Sector
Mid Rim
to Hutt Space
D'Anjon Nebula
Piroket
Milarian
Goroth
Pii
A-Foroon
B-Foroon
C-Foroon
TRANS GULF ROUTE
Vuzsa
Gulf of Tatooine
Rodia
Austan
TRIELLUS TRADE ROUTE
16
Utaruun
Ooo-temiuk
Tatooine
Geonosis
1 parsec
15 parsecs
Tatooine
Geonosis
Andooweel
Arkanis Sector
to Excarga
CRANAN-EXCARGA ROUTE
Melnea's World
Cranan
Kemal Station
TRIELLUS TRADE ROUTE
Obana
THE CRYSTAL PASSAGE
Gedi
New Ator
Vactooine
to Christophsis
Issor
Vor Deo
Najiba
Tarnoonga
Huldamun
NAJIBA LOOP
OLD CORELLIAN RUN
to Enarc
ARKANIS
VASCHEAN WAY
Cirus
CORELLIAN RUN
Vasch
Mika
Khubeaie
Sirpar
Heffrin
17
Gorno
to Ryloth
to Ryloth

Obana is a whirling cloud of asteroids, some still probed by miners hopeful of finding ore previous expeditions have missed. The system is the site of occasional pirate activity.

Vor Deo is a small but busy trade world that sees a great deal of smuggler traffic from the worlds beyond Cirus and Melnea's World. The Empire concentrated law enforcement efforts on Vor Deo, concerned about a growing number of illegal cargoes coming in from the Cranan–Excarga Route.

The misty globe of **Khubeaie** is a nondescript industrial world more famous as a stopover for spice smugglers headed from Ryloth to Tatooine and the Triellus. Hutts, Twi'leks, Rodians, and humans all rub shoulders on this planet.

The **Gedi** system is an oddity—a quintet of gas giants orbiting a double star. Gedi 4's collection of moons is rich in various minerals, originally mined by a front company owned by the Besadii Hutts. The Empire took over operations shortly after the rise of the New Order.

For a profile of **Geonosis,** see page 63.

Cranan is a thriving system controlled by the Mining Guild. Frustratingly for the guild, it's that body's only significant operation in the Arkanis sector. Fortunately for it, Cranan is a rich source of ores and minerals. Most shipments from Cranan are sent to Excarga, a situation the sector authorities on Arkanis have tried to reverse through a combination of inducements and threats.

Melnea's World is a gloomy, swampy world settled by miners from Tatooine after that world's mining operations failed and the Hutts moved in. Its mines are poor, and it has become more notable as a smugglers' hideout in recent decades.

Vactooine is a thriving, largely automated mining world on the Crystal Passage, a grandly named hyperspace route that connects bland mining worlds. (Wiseacre smugglers often call the route the Kiirium Crawl.) Vactooine was the site of an odd incident in the early days of the Galactic Civil War: A band of renegade battle droids from Hutt Space conquered the planet and tried to reconfigure its droid operations to produce more battle droids.

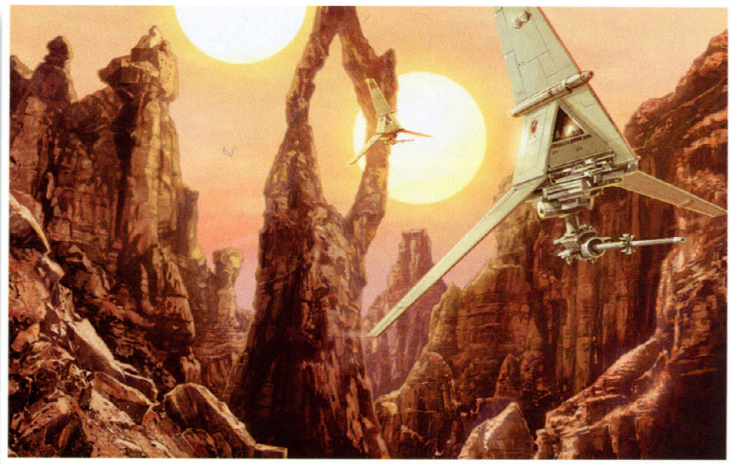
Cirus II is a mining planet known for its rich veins of syntonium crystals, used in starship shields. That should make it a rich world—except it's beset by frequent quakes that force extended operational shutdowns. Most syntonium is moved by independent freighter jocks who speed to Cirus when word gets out that the mines are up and running.

Heffirin is a small mining colony maintained by the Empire. The mountainous planet is known for its ruins, including the soaring, continent-spanning stoneworks called the Heffirin Aqueducts, whose builders have long since vanished.

The **Mika** system is notable only for a single planetoid—but that planetoid is rich in a variety of ores. Shortly before the Battle of Yavin, the Empire negotiated a trade agreement with the native Mikans, then established a penal colony on the planet and interdicted it. Imperial personnel sometimes refer to Mika as Jellyfish Cove.

The lush, temperate planet **Vasch** is the Arkanis sector's garden spot, its green hills dotted with the estates of wealthy retirees and its graceful cities visited by tourists from across the sector and beyond. One of the Regency Worlds, Vasch was settled at the same time as Arkanis. Vaschean rye is a smooth but powerful liquor whose best vintages command top credit.

Huldamun, one of the Regency Worlds, is a relatively prosperous industrial planet whose primary export is mining gear.



T-16 skyhoppers race through the Stone Needle in Tatooine's Beggar's Canyon.

Tucked away on the Najiba Loop, **Najiba** is difficult to reach during half of its local year, when tumbling asteroids known as the Children of Najiba snarl navigation within the system. The native Najib are known as hard workers of great strength; the Empire took an interest in them as potentially valuable miners and laborers.

Sirpar is a heavy-gravity world used by the Empire as an army training center. It's home to a primitive native species, the Eklaad.

Gorno is a bustling trade world with a substantial Imperial presence.

Tarnoonga is a world of roiling oceans broken by the tips of great undersea peaks, haunted by sea monsters and pirates in seemingly equal numbers.

THE CLONE WARS

The Clone Wars were a transformative event that left no world unaffected. A fictive construct propped up by two colluding Sith Lords—Chancellor Palpatine for the Republic, Count Dooku for the Separatists—the Clone Wars killed the Jedi Order and the Galactic Republic, and birthed the first Galactic Empire.

Blaster fire between Republic clone troopers and Separatist battle droids first broke out on Geonosis. The Republic won the day, but possessed neither the strategy nor the resources to wage war on a galactic scale. Dooku's Confederacy of Independent Systems moved quickly to sink its hooks deeper into Yag'Dhul, Sluis Van, and the southern Rimma, as well as points around the galactic dial including the Abrion sector (the route to the Rishi Maze), the Lahara sector (home to Agamar and the hyperspace crossroads of Mirgoshir), and the homeworlds of dissatisfied alien species including Tynna, Ando, and Sy Myrth. Dooku sought to secure hyperspace nodes to ease the deployment of his droid troops to potential battlefields, as well as for occupying whatever opportunistic pockets of space happened to open up. As Dooku quickly found out, many systems needed only the slightest push to break from the Republic, with an industrial corridor of Mid Rim worlds in the northern Slice becoming the foundry of the Confederacy.

The Separatists constantly sought a technological advantage, throwing seemingly endless numbers of battle droids, droidekas, and retail droids into the fray and spending countless credits researching deadly new weapons. On Maridun, the amoral Neimoidian

ATTACK OF THE CLONES

By 22 BBY the Separatist crisis had reached a boiling point. Two years earlier, Count Dooku of Serenno had reemerged on Raxus Prime, delivering an impassioned speech that presented the case for the Republic's irreversible corruption and the duty of all honorable citizens to secede. As a member of the "Lost Twenty"—Jedi Masters who had voluntarily left the Order—Dooku's words carried weight. Thousands of planets joined his newly inaugurated Confederacy of Independent Systems.

Dooku also wooed the heads of the galaxy's largest commercial concerns, meeting with the Trade Federation on Neimoidia, the Techno Union on Metalorn, the Commerce Guild on Felucia, the Corporate Alliance on Koorivar, and the InterGalactic Banking Clan on Muunilinst. On Kalee, Dooku ensured the servitude of one of his best enforcers by arranging a shuttle crash that turned the Kaleesh warlord Grievous into an unstoppable cyborg.

For some members of the Confederacy of Independent Systems, the change in allegiance came through violence—Antar 4 and Ando both announced their secessions with bombings and blasterfire. Other worlds, including Ansion, remained with the Republic only after delicate bouts of diplomacy. With Corellia removing itself from the crisis to attend to its own affairs, the Republic looked weak—and Chancellor Palpatine's noncommittal stance on commissioning a new Republic Army and Navy didn't help matters. Terrorist explosions began rocking the capital, with most observers pointing fingers at Dooku's supporters.

One such bomb ripped apart the transport of Senator Padmé Amidala of Naboo, nearly killing her. Anakin Skywalker and Obi-Wan Kenobi thwarted a second attempt on her life. For her protection, Skywalker accompanied the Senator back to Naboo, while Kenobi followed the assassin's trail all the way to Kamino and the Rishi Maze. There he discovered that the cloners—ostensibly under contract to the Republic—had been growing an army for the last decade, all produced with the genetic signature of the bounty hunter Jango Fett.

After reporting this remarkable find to the Jedi Council, Kenobi tracked Fett to Geonosis. Inside the planet's hive foundries, revelations clicked into place: Fett had accepted a contract working for Count Dooku, the Geonosians had built millions of battle droids, and Dooku had convinced his corporate backers to sign on as official members of the Confederacy. Dooku's droids captured Kenobi, but not before he got word to the Republic.

Anakin Skywalker, guided to Tatooine by agonizing visions of his mother, could not prevent her torture and death at the hands of Tusken Raiders. He and Padmé Amidala departed for Geonosis to assist Kenobi, but found themselves sentenced to death under the fangs and claws of the wild beasts kept in the execution arena.

Republic reinforcements saved the day. Mace Windu led a force of two hundred Jedi against Dooku, and Yoda quickly brought more than two hundred thousand clone troopers from Kamino. The Battle of Geonosis became a trial by fire for the Republic's instant army, and the first conflict of what would become known as the Clone Wars.



1. Deadly Return: Worried by the growing power of the Militarists, Senator Padmé Amidala decides to return to the Republic's capital to cast a vote against the creation of a standing military and shed light on the corruption of many of the Senators voting for the measure. A bomb destroys her starship shortly after it lands on Coruscant, killing the Senator's decoy.



2. Safe at Home: With more Separatist bombings seemingly striking high-profile targets and prominent politicians on the capital, Padmé Amidala returns to Naboo. At Supreme Chancellor Palpatine's suggestion, Anakin Skywalker accompanies her as a bodyguard. The two disguise their identities and travel steerage-class aboard a public starliner, *Jendirian Valley*.



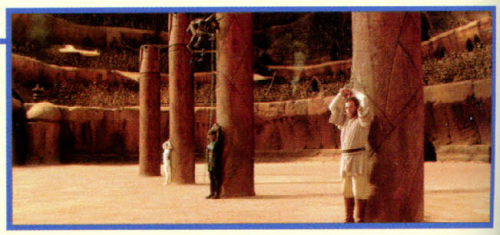
3. Beyond the Outer Rim: Obi-Wan Kenobi's investigation into an assassin's dart pays off when his friend Dexter Jettster, an ex-adventurer, recognizes its design as Kaminoan. Despite suspicions raised by the Kamino system's deletion from the Jedi Archives, Kenobi journeys to the edge of the Rishi Maze in his Jedi starfighter.



4. Tracking Signal: The Kaminoans welcome Kenobi and introduce him to the Prime Clone—Jango Fett—from whom the Republic Army was grown. Knowing Fett had a role in the assassination attempts against Senator Amidala, Kenobi places a homing device on Fett's *Slave I* and follows the bounty hunter back down toward the galactic plane, emerging at Geonosis.



5. Dire Warnings: Anakin Skywalker can't escape the Force-inspired visions of his mother's torture. Accompanied by Padmé Amidala, he returns to his former homeworld and slaughters the Tusken Raiders responsible for his mother's kidnapping, though he is too late to save her life.



6. An Urgent Rescue: Anakin Skywalker and Padmé Amidala make the short hop to Geonosis in response to Obi-Wan Kenobi's message of distress.



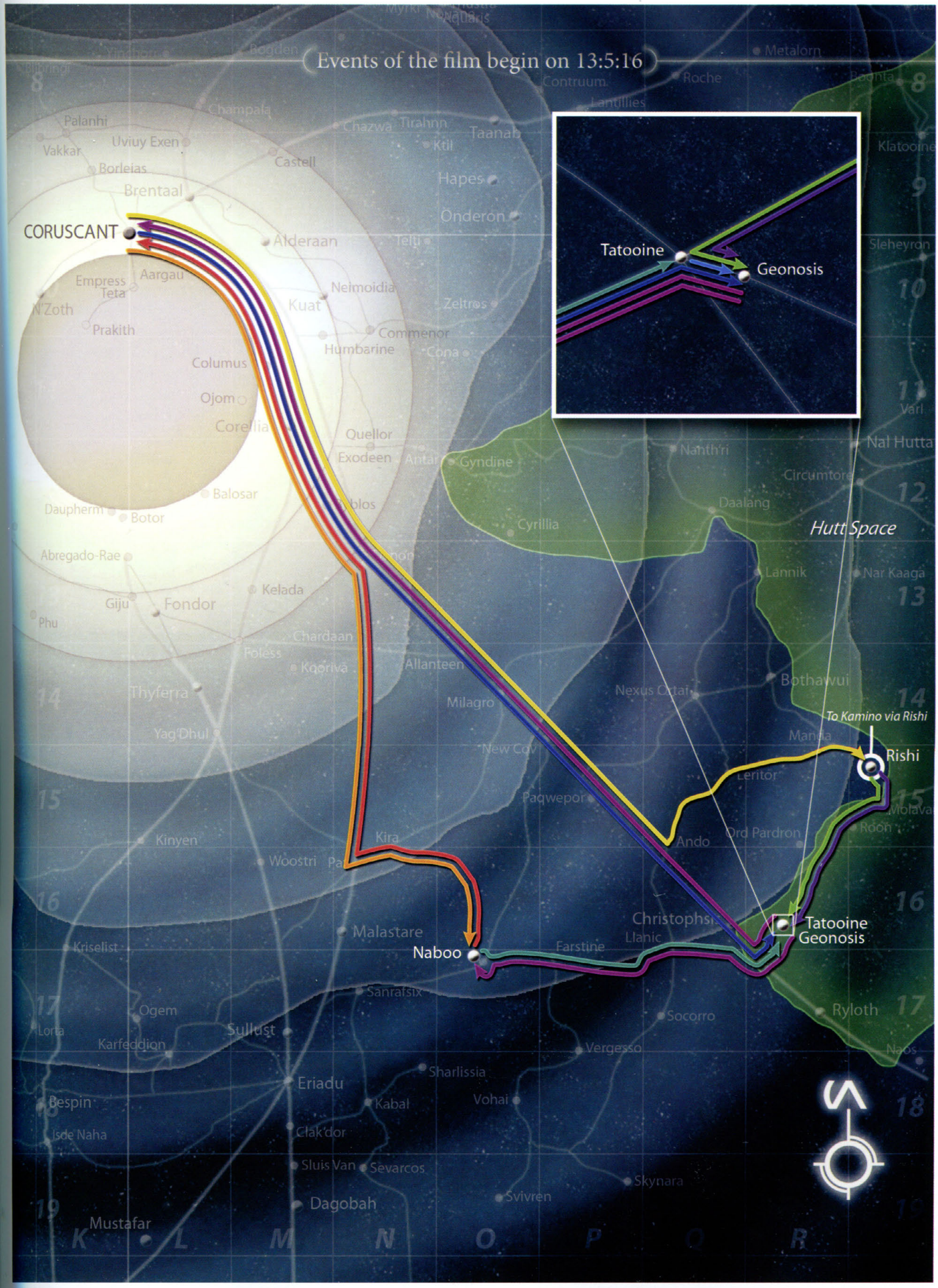
7. Jedi Reinforcements: Alerted by Kenobi, Mace Windu assembles two hundred available Jedi. The rescue squad races to Geonosis down the Corellian Run, using military clearance to bypass customs checkpoints. They land their Jedi starfighters near the arena and slip inside.



8. The Clones Join the Fight: Yoda speeds to Kamino to lay claim to the clone army waiting there. The Kaminoans are happy to transfer control of the soldiers to the Republic, and the troopers—conditioned to follow orders—fall in under Yoda's leadership. The Jedi Master leads the attack force of *Acclamator*-class warships into battle against the assembled corporate forces of the Confederacy on the red sands of Geonosis.



9. Plans in Motion: In his solar sailer, Dooku flees Geonosis and makes a clandestine landing on Coruscant's industrial district for a rendezvous with Darth Sidious. Yoda, Mace Windu, Obi-Wan Kenobi, and the new Grand Army of the Republic return to the capital to plan the next phase of the Clone Wars. And Anakin Skywalker and Padmé Amidala are wed in secret on Naboo, their bond a violation of the Jedi Code forbidding emotional attachment.


Events of the film begin on 13:5:16
CORUSCANT
Tatooine
Geonosis
Hutt Space
To Kamino via Rishi
Rishi
Tatooine
Geonosis
Naboo
Champala
Palanhi
Uviuy Exen
Vakkar
Borleias
Castell
Brentaal
Chazwa
Tirahnn
Taanab
Ktil
Hapes
Onderon
Alderaan
Telti
Empress Teta
Aargau
N'Zoth
Prakith
Neimoidia
Kuat
Zeltros
Commenor
Humbarine
Cona
Columus
Ojom
Corellia
Quellor
Exodeen
Antar
Gyndine
Balosar
Dauphern
Botor
Abregado-Rae
Giju
Fondor
Phu
Kelada
Chardaan
Foless
Kooriva
Thyferra
Yag'Dhul
Allanteen
Milagro
Kinyen
Woostri
Kira
Malastare
Kriselist
Sanrafsix
Ogem
Lorta
Karfeddion
Sullust
Eriadu
Bespin
Isde Naha
Kabal
Clak'dor
Sluis Van
Sevarcos
Dagobah
Mustafar
Sharlissia
Vohai
Vergesso
Socorro
Ryloth
Naos
Skynara
Svivren
Farstine
Llanic
Christophsis
Ando
Ord Pardron
Paqwepor
Leritor
Manaa
New Cov
Nexus Ortai
Bothawui
Lannik
Nar Kaaga
Daalang
Circumtore
Cyrillia
Nanth'ri
Nal Hutta
Varl
Sleheyron
Klatooine
Metalorn
Roche
Contruum
Lantillies
Roonta
Molava
Roon
K
L
M
N
O
P
Q
R

researcher Lok Durd tested defoliator missiles that destroyed living things while sparing machines; elsewhere, the Separatists led their enemies on a planet-hopping chase as they attempted to lock up use of Devastator tanks and the Dark Reaper superweapon. The Devastator campaign pitted Separatist general Sev'rance Tann against Republic general Echuu Shen-Jon, with battles taking place on Eredenn Prime, Tatooine, and the Wookiee colony of Alaris Prime before Tann stabbed at the Core by destroying the power plants of Sarapin. The resulting energy disruptions in subspace carrier waves blacked out the Core Worlds, prompting Shen-Jon to step up his efforts and kill his nemesis in the Krant wilderness.

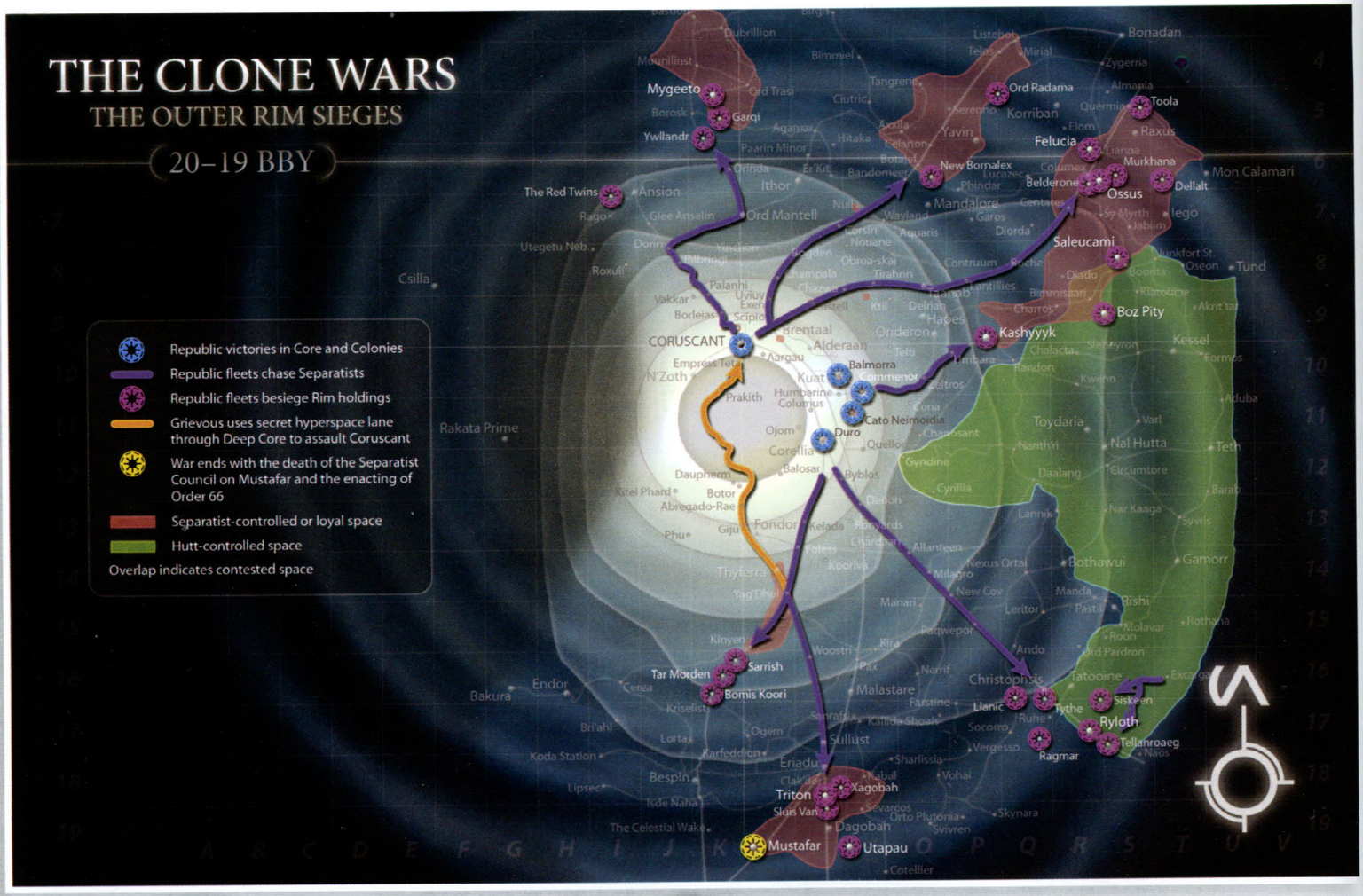
Simultaneously, the Separatists seized Rhen Var and divined the secrets of the Sith War–era Dark Reaper from Ulic Qel-Droma's tomb. Dooku's agents unearthed vital Dark Reaper components from the junk heaps of Raxus Prime, then tested the incomplete weapon on Alaris, Mon Calamari, Bakura, and Agamar. Dooku's ability to hit targets spread so far across the galaxy alarmed the Jedi Council, until Anakin Skywalker shut down the device on the haunted Sith world of Thule. Another Separatist attempt to reverse the course of the war was the *Malevolence,* an enormous battleship sporting powerful ion cannons that raided numerous systems in the Core and Colonies before its destruction at Antar.

In an early bid for victory, Dooku's forces grabbed control of hyperspace routes into the Outer Rim, separating the Republic from several of its key armies. The Republic broke through with a hard-won victory at Christophsis, and Anakin's rescue of Jabba the Hutt's son Rotta led to a treaty with key Hutt clans that allowed the Republic to restore its supply lines. Besides Christophsis and Teth, early battlefields included Bothawui, Falleen, Rishi, Abregado, Kaliida Shoals, Atraken, Quell, Kashyyyk, Mirgoshir, Excara, Ryloth, and Ossus.

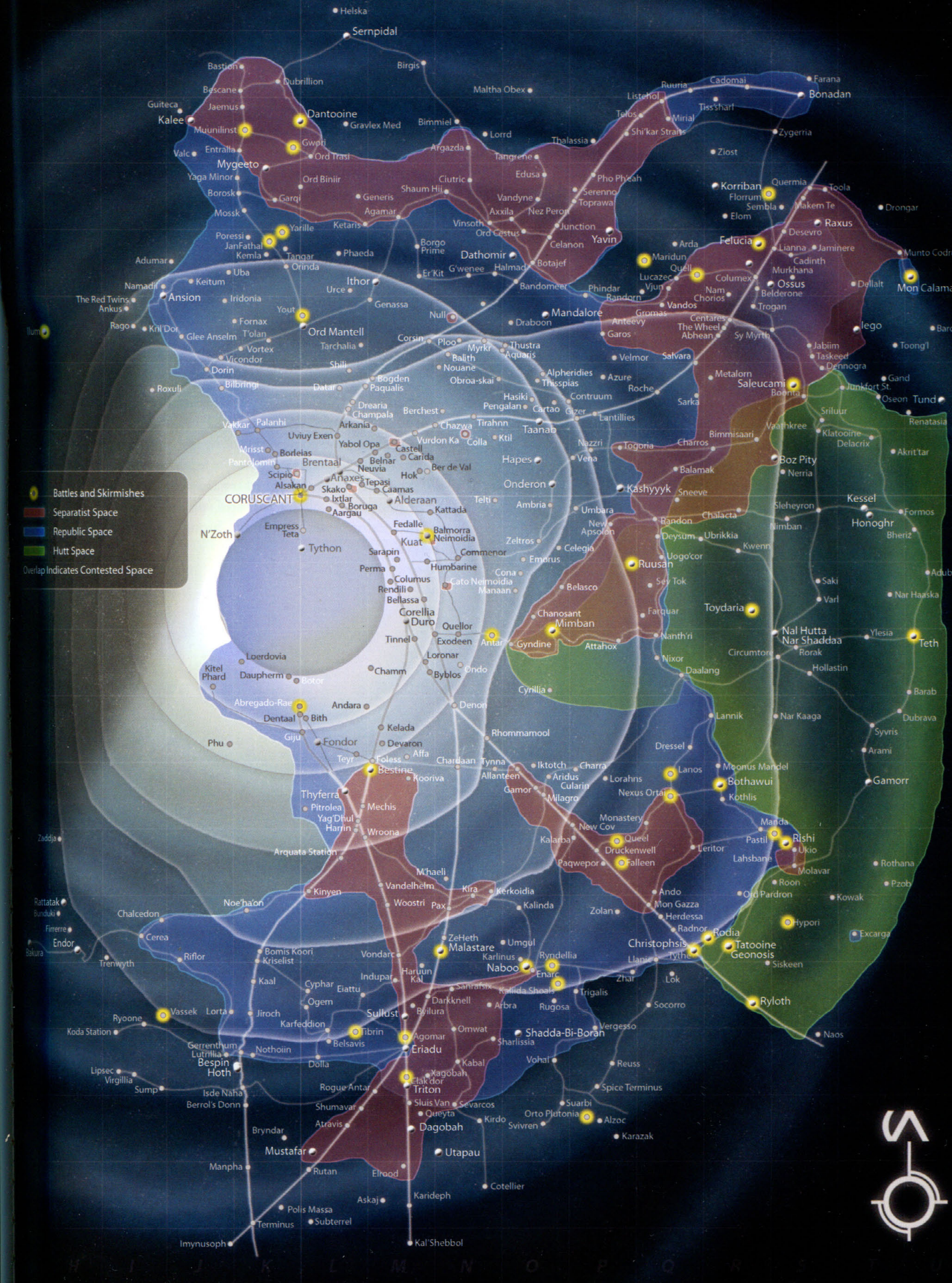
The Jedi Council reluctantly accepted a new role for the Jedi as generals of the clone armies and commanders of the Republic's new battle fleets, and many Jedi were celebrated as heroes. Skywalker and his young Padawan Ahsoka Tano won accolades for their battles with such enemies of the Republic as Asajj Ventress, Dooku, the bounty hunters Cad Bane and Durge, and the dreaded General Grievous. Aayla Secura fought bravely on worlds such as Quell and Maridun, while Mace Windu joined the Twi'lek revolutionary Cham Syndulla to drive Wat Tambor's Separatist legions from Ryloth. Even Yoda brandished his saber when he had to, defeating Separatist plots on worlds such as Rugosa, Ilum, and Axion. But some Jedi rebelled at the idea of military service to a corrupt Republic and defected to Dooku's cause.

Grievous's scorched-earth assaults on target worlds terrified the Republic, and numerous attempts were made to bring him to justice. He slew a half dozen Jedi at Hypori, dueled Ahsoka at Skytop Station in the clouds of Ruusan, evaded Kit Fisto on Vassek, and crossed sabers with Obi-Wan Kenobi at Felucia and Saleucami, remaining frustratingly elusive time and time again.

For all the wartime heroics, the Clone Wars was a conflict in which nothing was what it seemed. For example, a Separatist strike against the clone factories of Kamino failed not due to any defect in strategy but because Darth Sidious secretly sabotaged the attack to guarantee neither side could bag a quick victory. Uncertainty and terror were among Sidious's favorite tools and found terrifying expression in the Separatist use of bioweapons:



THE CLONE WARS


Battles and Skirmishes
Separatist Space
Republic Space
Hutt Space
Overlap Indicates Contested Space
CORUSCANT
Helska
Sernpidal
Bastion
Rubrillion
Birgis
Bescane
Guiteca
Jaemus
Kalee
Dantooine
Gravlex Med
Bimmiel
Muunilinst
Gwori
Ord Trasi
Valc
Entralla
Mygeeto
Yaga Minor
Ord Biniir
Borosk
Garqi
Generis
Shaum Hii
Ciutric
Mossk
Agamar
Ketaris
Yarille
Poressi
JanFathal
Kemla
Tangar
Phaeda
Orinda
Adumar
Uba
Keitum
Namadi
Ansion
Iridonia
The Red Twins
Ankus
Rago
Knl'Dor
Glee Anselm
T'olan
Vortex
Vicondor
Dorin
Bilbringi
Roxuli
Fornax
Yout
Ord Mantell
Tarchalia
Urce
Ithor
Corsin
Ploo
Myrkr
Thustra
Aquaris
Balith
Nouane
Shili
Datar
Bogden
Paqualis
Obroa-skai
Alpheridies
Thisspias
Azure
Roche
Hasiki
Pengalan
Cartao
Contruum
Gizer
Lantillies
Taanab
Tirahnn
Chazwa
Vurdon Ka
Colla
Ktil
Arkania
Drearia
Champala
Berchest
Vakkar
Palanhi
Uviuy Exen
Yabol Opa
Castell
Wrisst
Borleias
Pantolomin
Brentaal
Belnar
Carida
Neuvia
Ber de Val
Scipio
Alsakan
Anaxes
Tepasi
Hok
Skako
Caamas
Ixtlar
Boruga
Aargau
Alderaan
Kattada
Telti
Ambria
Onderon
Hapes
Veha
Nazzri
Togoria
Charros
Bimmisaari
Balamak
Kashyyyk
Sneeve
Umbara
Randon
Deysum
Ubrikkia
Kwenn
Uogo'cor
Ruusan
Belasco
Sey Tok
Toydaria
Farquar
Chanosant
Mimban
Nanth'ri
Attahox
Gyndine
Antar
Exodeen
Tinnel
Quellor
Duro
Corellia
Bellassa
Rendili
Columus
Cato Neimoidia
Manaan
Humbarine
Perma
Sarapin
Commenor
Emorus
Celegia
Zeltros
Fedalle
Balmorra
Neimoidia
Kuat
Empress Teta
N'Zoth
Tython
Loerdovia
Kitel Phard
Daupherm
Botor
Chamm
Loronar
Byblos
Ondo
Abregado-Rae
Andara
Dentaal
Bith
Giju
Fondor
Phu
Kelada
Devaron
Teyr
Foless
Affa
Denon
Cyrillia
Rhommamool
Chardaan
Tynna
Bestine
Kooriva
Thyferra
Pitrolea
Mechis
Yag'Dhul
Harrin
Wroona
Arquata Station
Zaddja
Kinyen
Vandelhelm
M'haeli
Woostri
Pax
Kira
Kerkoidia
Kalinda
Noe'ha'on
Chalcedon
Rattatak
Burduki
Firrerre
Endor
Bakura
Cerea
Trenwyth
Riflor
Bomis Koori
Kriselist
Kaal
Cyphar
Eiattu
Ogem
Vassek
Lorta
Jiroch
Karfeddion
Ryoone
Koda Station
Tibrin
Belsavis
Gerrenthum
Lutrillia
Nothoiin
Bespin
Hoth
Lipsec
Virgillia
Sump
Isde Naha
Berrol's Donn
Dolla
Vondarc
Indupar
Haruun Kal
Sullust
Byblura
Darkknell
Sanrafsix
Kalinda Shoals
Arbra
Rugosa
Trigalis
Socorro
Ryloth
Malastare
ZeHeth
Umgul
Karlinus
Ryndellia
Naboo
Enarc
Zhar
Lok
Christophsis
Llanic
Tythe
Rodia
Tatooine
Geonosis
Siskeen
Excarga
Hypori
Ando
Mon Gazza
Herdessa
Radnor
Zolan
Kalarba
Queel
Druckenwell
Falleen
Paqwepor
Leritor
Pastil
Manda
Rishi
Ukio
Lahsbane
Molavar
Roon
Pzob
Kowak
Old Pardron
Rothana
Monastery
New Cov
Nexus Orta
Milagro
Gamor
Aridus
Culain
Lorahns
Lanos
Moonus Mandel
Bothawui
Kothlis
Gamorr
Iktotch
Charra
Allanteen
Dressel
Lannik
Nar Kaaga
Dubrava
Syvris
Arami
Barab
Nixor
Daalang
Circumtora
Rorak
Hollastin
Nal Hutta
Nar Shaddaa
Ylesia
Teth
Nar Haaska
Varl
Saki
Aduba
Nimban
Honoghr
Bheriz
Kessel
Sleheyron
Formos
Lianna
Jaminere
Desevro
Raxus
Quermia
Toola
Florrum
Sembla
Makem Te
Drongar
Elom
Korriban
Felucia
Arda
Maridun
Quell
Lucazec
Vjun
Columex
Murkhana
Cadinth
Munto Codru
Ossus
Belderone
Dellalt
Mon Calamari
Nam Chorios
Vandos
Trogan
Anteevy
Gromas
Centares
The Wheel
Abhean
Garos
Sy Myrth
Iego
Baros
Jabiim
Toong'l
Taskeed
Dennogra
Velmor
Salvara
Metalorn
Saleucami
Boonta
Junkfort St.
Oseon
Tund
Gand
Sriluur
Renatasia
Vaathkree
Klatooine
Delacrix
Akrit'tar
Boz Pity
Nerria
Balmorra
Ordo Cestus
Junction
Celanon
Yavin
Vinsoth
Axxila
Nez Peron
Tangrene
Edusa
Pho Ph'eah
Serenno
Toprawa
Vandyne
Lorrd
Thalassia
Shi'kar Straits
Telos
Listehol
Ruuria
Cadomai
Farana
Bonadan
Tiss'shar
Mirial
Zygerria
Ziost
Dathomir
Halmad
Botajef
Er'Kit
G'wenee
Borgo Prime
Ketaris
Phaeda
Tangar
Ord Cestus
Null
Draboon
Mandalore
Bandomeer
Phindar
Randorn
Ithor
Urce
Genassa
Yout
Ord Mantell
Fornax
T'olan
Vortex
Vicondor
Dorin
Bilbringi
Roxuli
Ansion
Iridonia
Namadi
Keitum
Uba
Orinda
Adumar
Yarille
Poressi
JanFathal
Kemla
Tangar
Phaeda
Mossk
Agamar
Ketaris
Borosk
Garqi
Generis
Shaum Hii
Ciutric
Yaga Minor
Ord Biniir
Mygeeto
Entralla
Valc
Gwori
Ord Trasi
Muunilinst
Kalee
Dantooine
Gravlex Med
Bimmiel
Lorrd
Thalassia
Shi'kar Straits
Argazda
Tangrene
Edusa
Pho Ph'eah
Serenno
Toprawa
Vandyne
Axxila
Nez Peron
Junction
Celanon
Yavin
Vinsoth
Ord Cestus
Borgo Prime
Dathomir
Halmad
Botajef
Er'Kit
G'wenee
Bandomeer
Phindar
Randorn
Null
Draboon
Mandalore
Anteevy
Gromas
Centares
The Wheel
Abhean
Garos
Sy Myrth
Iego
Baros
Jabiim
Toong'l
Taskeed
Dennogra
Velmor
Salvara
Metalorn
Saleucami
Boonta
Junkfort St.
Oseon
Tund
Gand
Sriluur
Renatasia
Vaathkree
Klatooine
Delacrix
Akrit'tar
Boz Pity
Nerria
Balamak
Kashyyyk
Sneeve
Umbara
Randon
Deysum
Ubrikkia
Kwenn
Uogo'cor
Ruusan
Belasco
Sey Tok
Toydaria
Farquar
Chanosant
Mimban
Nanth'ri
Attahox
Gyndine
Antar
Exodeen
Tinnel
Quellor
Duro
Corellia
Bellassa
Rendili
Columus
Cato Neimoidia
Manaan
Humbarine
Perma
Sarapin
Commenor
Emorus
Celegia
Zeltros
Fedalle
Balmorra
Neimoidia
Kuat
Empress Teta
N'Zoth
Tython
Loerdovia
Kitel Phard
Daupherm
Botor
Chamm
Loronar
Byblos
Ondo
Abregado-Rae
Andara
Dentaal
Bith
Giju
Fondor
Phu
Kelada
Devaron
Teyr
Foless
Affa
Denon
Cyrillia
Rhommamool
Chardaan
Tynna
Bestine
Kooriva
Thyferra
Pitrolea
Mechis
Yag'Dhul
Harrin
Wroona
Arquata Station
Zaddja
Kinyen
Vandelhelm
M'haeli
Woostri
Pax
Kira
Kerkoidia
Kalinda
Noe'ha'on
Chalcedon
Rattatak
Burduki
Firrerre
Endor
Bakura
Cerea
Trenwyth
Riflor
Bomis Koori
Kriselist
Kaal
Cyphar
Eiattu
Ogem
Vassek
Lorta
Jiroch
Karfeddion
Ryoone
Koda Station
Tibrin
Belsavis
Gerrenthum
Lutrillia
Nothoiin
Bespin
Hoth
Lipsec
Virgillia
Sump
Isde Naha
Berrol's Donn
Dolla
Vondarc
Indupar
Haruun Kal
Sullust
Byblura
Darkknell
Sanrafsix
Kalinda Shoals
Arbra
Rugosa
Trigalis
Socorro
Ryloth
Malastare
ZeHeth
Umgul
Karlinus
Ryndellia
Naboo
Enarc
Zhar
Lok
Christophsis
Llanic
Tythe
Rodia
Tatooine
Geonosis
Siskeen
Excarga
Hypori
Ando
Mon Gazza
Herdessa
Radnor
Zolan
Kalarba
Queel
Druckenwell
Falleen
Paqwepor
Leritor
Pastil
Manda
Rishi
Ukio
Lahsbane
Molavar
Roon
Pzob
Kowak
Old Pardron
Rothana
Monastery
New Cov
Nexus Orta
Milagro
Gamor
Aridus
Culain
Lorahns
Lanos
Moonus Mandel
Bothawui
Kothlis
Gamorr
Iktotch
Charra
Allanteen
Dressel
Lannik
Nar Kaaga
Dubrava
Syvris
Arami
Barab
Nixor
Daalang
Circumtora
Rorak
Hollastin
Nal Hutta
Nar Shaddaa
Ylesia
Teth
Nar Haaska
Varl
Saki
Aduba
Nimban
Honoghr
Bheriz
Kessel
Sleheyron
Formos
Lianna
Jaminere
Desevro
Raxus
Quermia
Toola
Florrum
Sembla
Makem Te
Drongar
Elom
Korriban
Felucia
Arda
Maridun
Quell
Lucazec
Vjun
Columex
Murkhana
Cadinth
Munto Codru
Ossus
Belderone
Dellalt
Mon Calamari
Nam Chorios
Vandos
Trogan

Virus droids spread nanoviruses engineered to target the clone troopers' genetic signature, Ventress and Durge exterminated all life on one of Naboo's moons with a tailored bio-plague, and the researcher Nuvo Vindi attempted to weaponize the Blue Shadow Virus—which had depopulated Candoria and its colonies two decades earlier—for release on Naboo itself. Vindi was apprehended and Obi-Wan Kenobi and other Jedi destroyed the Ohma-D'un plague storehouse on Queyta, but by that point the Clone Wars had kicked into high gear. The Republic defended Lianna and Teyr while incurring catastrophic troop losses, and Republic clone commandos proved their worth by detonating a missile factory on Pengalan 4 and halting the spread of a clone nanovirus on Qiilura.

Coordinated attacks by the Republic often won the day. Months into the war, fighting broke out on Muunilinst (headquarters of the InterGalactic Banking Clan) and nearby Dantooine (where the Separatists hoped to stage a counterattack to break the Muunilinst siege), as well as on the vital shipbuilding planet of Mon Calamari. All three battlefronts resulted in Republic victories. Windu ended the Separatists' Dantooine occupation, while Fisto led the Mon Calamari Knights to victory over the Separatist-allied Quarren Isolation League. On Muunilinst, a Republic space battle and ground assault toppled the Muun regime despite heavy resistance from Durge and a squad of IG lancer droids. Skywalker left the battle to chase Ventress halfway across the galaxy to Yavin 4, where the two fought an inconclusive duel.



The Republic's Clone Army battles droids on Christophsis

With a limited number of clones available to them in the war's early days, the Republic Grand Army drew on sabotage and incitement to even the odds. On Malastare, Giju, and Haruun Kal, the "militia model" permitted small bands of troopers to mobilize local guerrillas and execute planetary coups. Hyperspace supply lines also became critical arteries; the Separatists tried to win some hyperspace nodes through diplomacy (such as Station 88, the "gateway to the Mid Rim") and severed others with hit-and-run acts of piracy. (Raids at Devaron backlogged Republic rim shipping for weeks.)

But most Separatist victories came through conventional battlefield tactics. Major gains came at Tibrin, Antar 4, Ord Canfre, and Bassadro (technically a stalemate, but a clear failure of Republic propaganda). Both sides did whatever they could to boost the size of their armies, with the Republic securing Spaarti cloning tanks from Cartao and the Separatists experimenting with wily commando droids, data-crunching tactical droids, and "Jedi killer" bio-droids manufactured on Ord Cestus.

The second year of the Clone Wars began with a drumbeat of Separatist gains and Republic embarrassments. Sullust joined the Confederacy due to its corporate ties with the Commerce Guild, prompting the Republic to fortify its base at Eriadu as a staging area for naval raids. In the Core, Kuat and Neimoidia seeded the hyperlanes between them with mines, rendering the heart of the Hydian impassible. Minor Republic victories on Skye and Skor 2 provided bright spots, but all gains were nullified by the crushing Battle of Jabiim. Weeks of soggy warfare on Jabiim ended with a costly Republic withdrawal, despite the use of newly introduced AT-ATs. Kenobi numbered among the Jabiim prisoners of war, though he escaped from confinement on Rattatak.

Further Republic losses occurred on Aargonar, Cerea, Parcellus Minor, and Togoria. Skywalker's valor again provided good news as he commanded an aerial victory at Virujansi, but a deadlock at the Dreighton Nebula—source of valuable cloaking crystals—marked yet another setback. The long string of Republic reversals culminated with Operation Durge's Lance, which saw the Separatists penetrate the Core and seize Duro. From his new position, General Grievous wreaked destruction along the Corellian Trade Spine.

The fresh fighting in the Core spread to the Techno Union shipyards of Foerost. The Republic blockade of Foerost failed when the Separatist Bulwark fleet broke out and hit worlds throughout Sector Zero, including Ixtlar, Alsakan, Basilisk, and Anaxes. Grievous's continued depredations—including the orbital slagging of the ancient city planet of Humbarine and the release of a brain plague on Loerdovia—horrified Core Worlders. A band of rogue Jedi attempted to assassinate Grievous on Gentes in the Ison Corridor but only became the latest to die in battle against the feared cyborg.

The Republic finally gained traction in the war's third year. Yoda helped put down a Dark Jedi uprising on Bpfassh, while Skywalker's heroics on nearby Praesitlyn brought about the first Republic victory on the southern Rimma since the start of the war. While Dooku distracted his enemies with false overtures of peace at Vjun, the Republic secured the loyalty of the massive Rendili Dreadnaught fleet after that planet's defection to the Separatists. With battles going their way in theaters throughout the Core, Colonies, and Inner Rim, the Republic kept up pressure on rimward holdings, repositioning its fleet as it initiated the Outer Rim Sieges.

A harried Confederacy abandoned most of its Core conquests, fortifying its Rim holdings to draw the Republic into clashes far removed from Coruscant. Major combat occurred on or around Bomis Koori 4, Ord Radama, Ossus, Ryloth, Bal'demnic, Murkhana, Xagobah, Tellanroaeg, and Saleucami (where Republic forces became mired in a five-month slog). Ki-Adi-Mundi led the Galactic Marines against the InterGalactic Banking Clan citadels of Mygeeto, while a Jedi task force failed to capture Commerce Guild president Shu Mai on Felucia. On Boz Pity, Kenobi led a mission that nearly eliminated Ventress, Grievous, and Dooku in a single stroke. With the tide turning in its favor, the Republic zeroed in to wipe out remaining holdouts in the Core and Colonies, including the Trade Federation possessions of Neimoidia and its purse worlds, Koru Neimoidia, Deko Neimoidia, and Cato Neimoidia.

A CLOSER LOOK: KASHYYYK AND ITS NEIGHBORS

The Kashyyyk Region, as it's often called, is a turbulent stretch of the Mid Rim bordered by the Perlemian Trade Route, the Expan-

sion Region, and Hutt Space. Most traffic through the area funnels its way through the Wookiee homeworld of Kashyyyk, which sits at the juncture of six fair-sized hyperspace routes. The Great Kashyyyk Branch runs from Zeltros to Charros; the Randon Run connects the great mercantile worlds of Lantillies and Randon; the Durkteel Loop ends at the *Pabol Sleheyron*; and the slaver-plagued Nightroad connects Kashyyyk with Terr'skiar. Most ships traveling from the Perlemian to points in the Slice's southwestern quadrant pass through the Kashyyyk system in order to avoid Hutt Space and the Hutt-dominated Outer Rim sectors.

Over the millennia, the system's strategic value has made it the site of numerous battles and constant intrigue as agents of various galactic powers seek the secret of the Wookiees' private hyperspace routes. Most veteran spacers of the Kashyyyk Region claim to know at least one Wookiee shortcut between worlds, and cantina talk is that the Wookiees have secret colonies, safehouses, and private retreats only they know how to reach. (For more, see page 157.)

The Kashyyyk Region is an arena for competing species and power blocs. It includes parts of seven sectors (Halla, Kastolar, Lantillian, Mytaranor, Taldot, Terr'skiar, and Trax), major trade worlds (Lantillies, Randon, Bimmisaari, and Rorgam), and powerful native species (Wookiees, Saurin, and Bimms). And outside powers have long jockeyed for influence here—the megalopolis of Contruum is just a short trip away, the Hutts have had interests in the region for millennia, and the Lanniks and Bothans have long worked to check the kajidics' power.

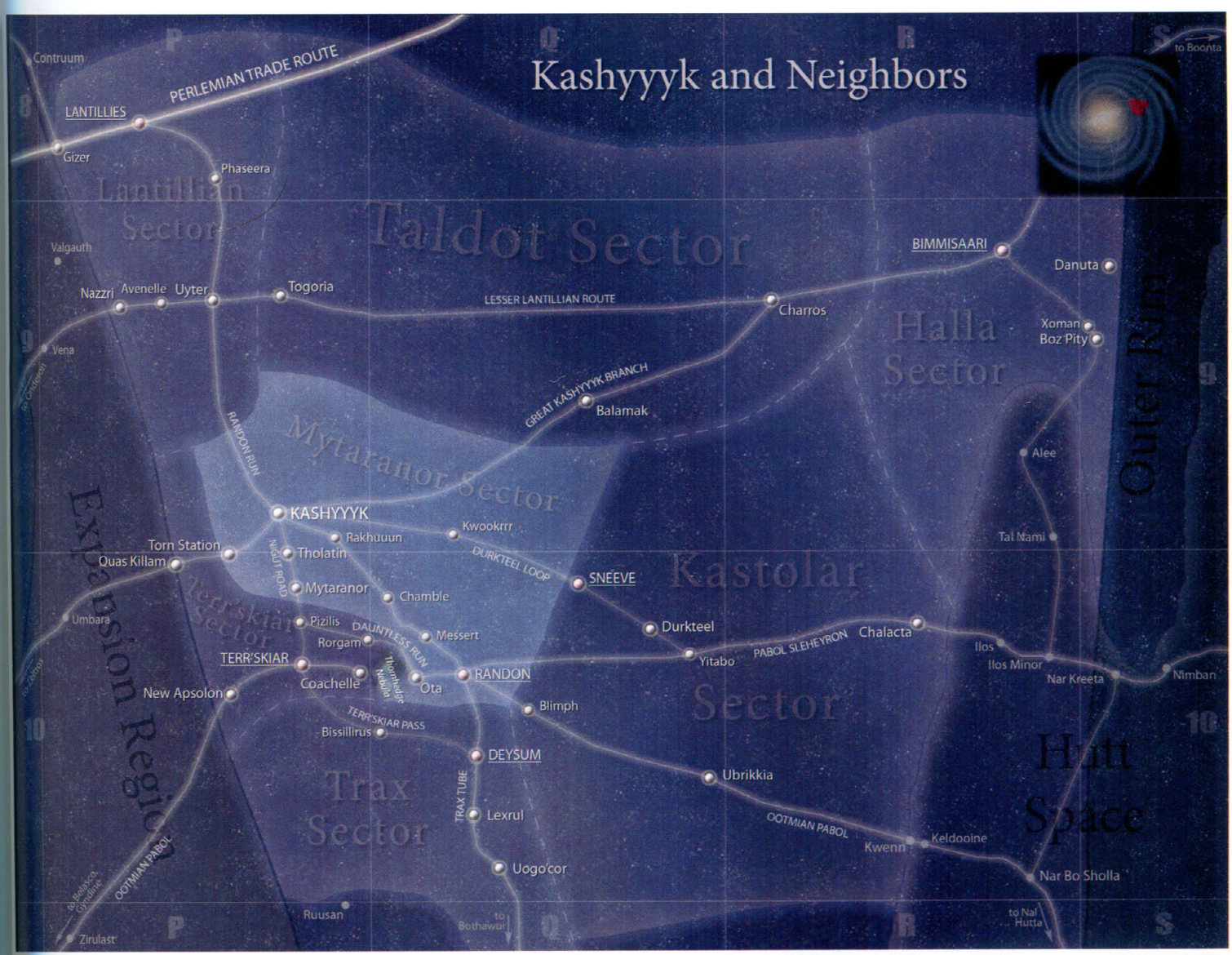
As might be expected for a region caught between Lantillies and Nal Hutta, the Kashyyyk Region is an unstable mix of legal and illegal commerce. Its giant agriworlds and industrial powerhouses attract billions of credits in legitimate investments, but its space lanes are also prowled by agents of ruthless slave rings. There are wheels within wheels in the Kashyyyk Region, and a wise spacer keeps her navicomputer hot and her blaster ready.

The Kashyyyk Region includes tens of thousands of inhabited worlds not shown on this map, along with millions of uninhabited systems.

Lantillies is a bustling city-world, home to humans who have been a major presence in shipping and shipbuilding on the Perlemian for more than a millennium. Lantillians are a stolid folk who have little use for flashy flying or elegant ship design, taking pride in their reliability—one Lantillian shipping firm's slogan is "We make interstellar travel less exciting." Lantillians are remarkably open-minded about other species, freely admitting aliens into their guilds and companies.

The rolling plains of **Nazzri** are home to the Nazzar, a species known for their xenophobia and lack of curiosity about the rest of the galaxy. The Nazzar have been members of the Republic for eons, but their impact on the galaxy has been minimal.

Avenelle is a luxurious world of placid seas, rolling hills, and graceful towns, a popular spot on the Lesser Lantillian Route for Lantillian merchants, Uyterese magnates, and Randoni traders looking for a respite or retirement.



REVENGE OF THE SITH

The war seemed won, yet Dooku's forces chose that moment to launch a disemboweling strike. Using military routes running through the Deep Core, General Grievous's *Invisible Hand* and most of the Separatist navy slipped past Coruscant's defense net and entered orbit around the capital. A weeklong pummeling followed, both in space and on the ground, culminating with General Grievous kidnapping Chancellor Palpatine.

Anakin Skywalker rescued the Chancellor and beheaded Dooku, guiding the ruined *Invisible Hand* to a crash landing on Coruscant as the beaten Separatist fleet fled back to the Rim. The Separatist cause now seemed doomed, yet Palpatine ordered his Jedi generals to press the attack rather than negotiate a peace.

Mace Windu grew convinced that the Chancellor wanted to prolong the war for his own ends, and Anakin Skywalker soon learned the truth of Palpatine's double identity as Darth Sidious, Lord of the Sith. With Yoda busy repulsing a Separatist assault on Kashyyyk and Obi-Wan Kenobi eliminating General Grievous on Utapau, Windu led the mission to arrest Palpatine for crimes against the Republic.

A frighteningly powerful Palpatine cut down his attackers, aided by Anakin Skywalker, who had now soaked deeply in the sullen rage of the dark side. Christened Darth Vader by Palpatine, he led a legion of clone troopers on a mission of extermination against his comrades in the Jedi Temple. Palpatine triggered his long-planned fail-safe—Order 66—and across the galaxy Jedi Knights fell under the guns of the clone soldiers they commanded.

Yoda and Obi-Wan Kenobi numbered among the few Jedi to escape the traitors' backstab. Both returned to Coruscant aboard Bail Organa's *Tantive IV,* where Yoda confronted the newly crowned Emperor inside the vacant bowl of the Galactic Senate Chamber. Obi-Wan, meanwhile, tracked Anakin Skywalker to Mustafar and confronted his former apprentice in a death duel.

Yoda could not withstand the Emperor's Sith powers. He fled, regrouping at the Polis Massa asteroids. Obi-Wan cut off Anakin's legs and right arm and left him burning on the shores of a lake of fire. He joined Yoda and Bail Organa at Polis Massa to witness the birth of Padmé Amidala's twins, while Anakin underwent the painful surgery that rebuilt him as a cyborg.



1. Strike on the Capital: Using secret military routes supplied by Darth Sidious (mapped during Chancellor Palpatine's first decade in office due to his efforts to open up the region), General Grievous's fleet penetrates the unnavigable Deep Core to reach Coruscant via the Koros Trunk Line. With the Republic fleet busy elsewhere with the Outer Rim Sieges, the Separatists decimate Coruscant's home defense and land millions of battle droids.



2. A Call to Arms: Anakin Skywalker and Obi-Wan Kenobi help free the male warriors of Nelvaan from a Techno Union cyborging experiment, but fail to capture Dooku on Tythe. When word reaches them of Coruscant's peril, they leap to hyperspace to join the fight.



3. Securing the Council: With the Republic maintaining pressure on the key Separatist corporate worlds, the heads of the Techno Union, Trade Federation, Commerce Guild, Corporate Alliance and Hyper-Communications Cartel band together for their mutual safety. General Grievous receives the thankless task of keeping the Separatist Council safe, and initially moves the group to Belderone before a Republic attack forces their evacuation. Their relocation to Utapau proves only temporary, as Darth Sidious orders the council transported to Mustafar almost immediately.



4. On the Move: Yoda and Obi-Wan Kenobi undertake two of the most important missions of the late Clone Wars—Yoda to oversee the defense of the coastal city Kachirho on Kashyyyk, and Kenobi to kill General Grievous on Utapau. Meanwhile, a New Order emerges on Coruscant when Palpatine claims absolute power as the head of the first Galactic Empire.



5. Order 66: As hundreds of Jedi perish inside Coruscant's Jedi Temple, clone troopers on battlefields from the Core to the Rim assassinate their Jedi commanders. Among the casualties are Plo Koon on Cato Neimoidia, Stass Allie on Saleucami, Ki-Adi-Mundi on Mygeeto, and Aayla Secura on Felucia.



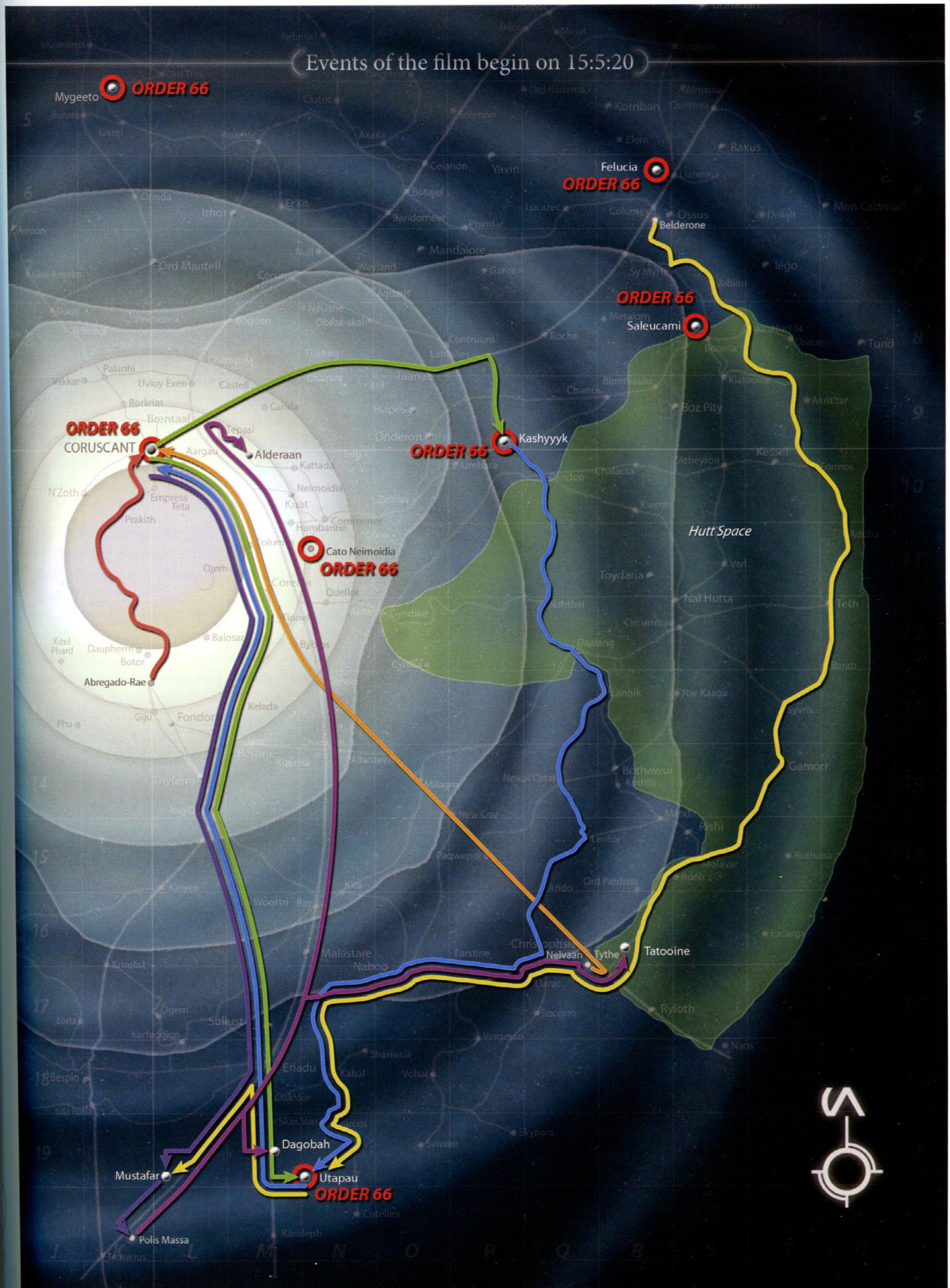
6. Return to Coruscant: Bail Organa, after witnessing the Jedi Temple massacre, goes in search of Master Yoda. The *Tantive IV* picks up Yoda's escape pod near Kashyyyk, then makes a rendezvous with Obi-Wan Kenobi outside the Utapau system. The group travels back along the public spaceways to Coruscant, where the two Jedi dismantle the coded signal urging Jedi to gather at the Temple.



7. Endgame: Kenobi steals away aboard Padmé Amidala's starship to reach Mustafar, where he defeats Skywalker in a lightsaber duel and leaves him for dead. Kenobi then brings the injured Amidala to the medical facility at Polis Massa.



8. Hope for the Future: Bail Organa brings the newborn Leia to his wife, Breha, on Alderaan. Kenobi entrusts young Luke's care to Owen and Beru Lars on Tatooine, then takes up the life of a hermit near the Jundland Wastes where he can keep an eye on the boy's development. Yoda slips away to the uncharted swamps of Dagobah, waiting for the Force to bring him a new pupil.


Events of the film begin on 15:5:20
Mygeeto
ORDER 66
Felucia
ORDER 66
Belderone
ORDER 66
Saleucami
ORDER 66
CORUSCANT
Alderaan
ORDER 66
Kashyyyk
Cato Neimoidia
ORDER 66
Hutt Space
Abregado-Rae
Tatooine
Dagobah
Mustafar
Utapau
ORDER 66
Polis Massa



One of the Wookiee tree platforms ringing the city of Kachirho on Kashyyyk

Uyter is an independent-minded agriworld whose massive output has long made it a force in regional politics. Its people are of Lantillian descent.

The Taldot sector's **Togoria** system contains two notable worlds: Togoria, home of felinoid warriors often encountered as mercenaries and muscle, and Thanos, an Imperial shipyard kept under tight control.

Charros is home to the famed Xi Char cathedral factories, where any number of machines have been made over the centuries. Their most famous company, Haor Chall Engineering, made war machines for the Trade Federation, prompting a Republic invasion during the Clone Wars. After Haor Chall became a subsidiary of Sienar, Charros became a key industrial world for the Imperial war machine.

One of the Mid Rim's most bountiful agriworlds, **Balamak** has been fought over for millennia by empires seeking to ensure a food supply for their troops.

Bimmisaari is home to two species that call themselves Bimms—small near-humans and furred humanoids. Both are thought faintly ridiculous by other species, but both have contributed immensely to the wealth of a thriving trade world. Bimms will trade anything with anybody, and nobody—not a Hutt crime lord, a Randoni master trader, or a Mytaranor slaver—intimidates a Bimm who thinks she or he has a deal to close.

For **Boz Pity,** see page 47.

The **Kashyyyk** system is home to both the Wookiees and their longtime foes, the Trandoshans. See page 72.

Kwookrrr is one of several Wookiee colony worlds in the vicinity of Kashyyyk. During the heyday of the Empire, Kwookrrr was infamous for its slave factories and farms.

Rakhuuun is a Wookiee colony world known for a small shipyard where beautifully designed yachts and freighters are made.

Chamble is a thriving industrial world crowded with manufacturers backed by Randoni credits. The planet was the site of a major scandal shortly before the Battle of Hoth, when the Empire nationalized the droid-component maker Bansche Tech on suspicion of providing parts for assassin droids to the Hutts, Mytaranor slavers, and other ne'er-do-wells.

Messert is a financial hub of Mytaranor sector whose loans have financed a number of mining, industrial, and agricultural ventures in the Kashyyyk Region.

Randon is a trade hub and financial center that draws business-minded beings from across the Slice's southeast quadrant: Lantillians, Hutt servants, Wookiees, Lanniks, Bothans, and Bimms all rub shoulders in crowded Randoni bazaars and elegant corporate towers. The native humans known as Randoni are respected as canny bargainers and master politicians—skills that have helped them survive in a turbulent region.

Tholatin is an infamous smugglers' bolt-hole.

Mytaranor is a bleak industrial world best known for its thriving slaver underground. The Mytaranor Slaving Council and other slaver groups operate freely within the sector, raiding countless worlds and delivering captives to customers that include everyone from the Empire to crime lords and the decadent wealthy. Battles between Mytaranor slavers and slavers employed by the Hutts are all too common in the Kashyyyk Region.

Torn Station is a refueling stop in a system of tumbling asteroids and comets. Slavers, pirates, and smugglers all have hideouts here.

Ota is an ice world on the Dauntless Run, all but hidden by the fringes of the Thornhedge Nebula.

Pizilis is a sapphire-blue gas giant with a necklace of temperate moons, the site of numerous small settlements backed by corporations from Randon, Lantillies, and Rorgam.

Rorgam is a business hub that rivals Randon and often seeks to undercut its better-known, wealthier rival to attract business to Terr'skiar sector.

Quas Killam is a hot, smoky world riddled with trinium mines and factories. The planet changed hands several times during the Clone Wars and was nationalized by the Empire, which enslaved its native Killam.

New Apsolon is a thriving industrial world on the *Ootmian Pabol* whose technologies and technologists are in great demand throughout the region's sectors. Though New Apsolon is a democracy, its society is split between two castes known as the Workers and the Civilized.

Terr'skiar is a trade world and sector capital Coreward of the Thornhedge Nebula.

Coachelle, the homeworld of the Lepi, is a minor trade world shrouded by streamers of gas and dust from the Thornhedge Nebula.

The **Thornhedge Nebula** is a turbulent cloud of dust and gas, the remnants of the supernova that destroyed the Kyyr system some four thousand years before the Battle of Yavin, severing the original *Ootmian Pabol.* The Thornhedge Pulsar lies at the heart of the nebula, and its emanations often ionize dust clouds, scrambling navicomputers of passing ships. Even veteran spacers plot careful courses in the Thornhedge's vicinity.

The **Bissillirus** system was discovered around 200 BBY by scouts seeking to blaze a hyperspace route through the southern outskirts of the Thornhedge Nebula. The system has two valuable worlds—the agriworld Draenell's Point and ore-rich Nurstin.

Deysum was originally the Trax sector capital, from which the Empire kept watch on events in the region and the Coreward portions of Hutt Space. Deysum III itself is a pitted, polluted industrial world with little to recommend it; the New Republic moved the Trax sector capital to nearby **Longwind.** The Trax Tube winds its way past the crowded urban world of **Lexrul,** changing names until it reaches Lannik and Bothawui.

Sneeve, on the Durkteel Loop, is the home of the odoriferous, thrill-seeking Sneevel, known for their technological curiosity and

skill as hyperspace scouts. The Empire limited travel to and from Sneeve, pushing many Sneevel into the service of the Alliance.

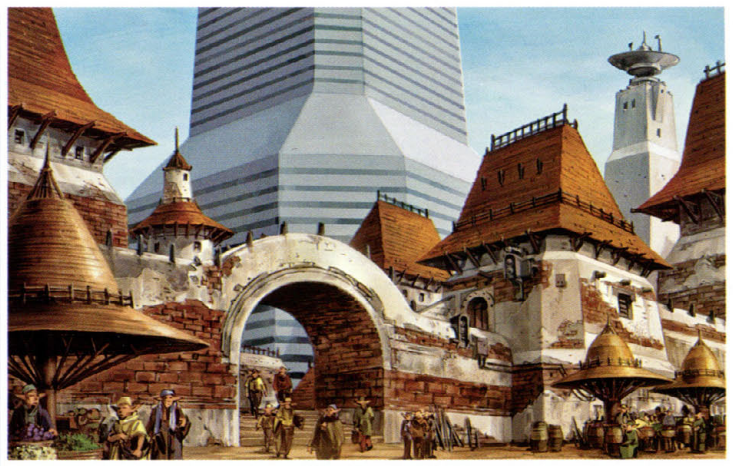
Durkteel is home to the Saurins, a subspecies of their neighbors, the Trandoshans. Their planet is a rich agriworld ringed with space stations of all shapes and sizes, some believed to be millennia old.

Yitabo is a minor agricultural world settled by Saurins, Wookiees, and Borneck.

Chalacta is a pleasant world of small farms and towns whose near-human inhabitants, common sights in the region's spaceports, quietly wait for a spiritually minded liner captain to offer them free passage. The peaceable Chalactans are almost universally respected; even the Hutts generally leave them alone.

Blimph is a vast scarlet gas giant with a necklace of moons. The system includes a little-used refueling station and has served as a customs point for ships approaching Randon. The bleak moon of Blimph 3 is home to the Jokhalli, and the crime lord Quaffug the Hutt lived there for a time.

Ubrikkia is a grimy industrial world under the Hutts' sway for millennia, the headquarters of Ubrikkian Industries and its various subsidiaries.



Bimmisaari market outside the Tower of Law

SECRETS OF THE CLAATUVAC GUILD

Han Solo? Hot pilot, but I'll bet you the Crown Jewels of Alderaan that most of his speed records were Chewie's doing. Go on, ask Solo about that and watch how fast he shuts his big Corellian yap. Amazes me no one else has figured out his secret, but that's spacers for ya: Most of 'em would rather fly than think.
—Dash Rendar

The verdant Wookiee world of Kashyyyk has played an important role in shipping and communications within the Slice for millennia. The site of an important HoloNet relay station, it sits at the junction of four routes that carry traffic between the Outer Rim and the Expansion Region, and the Perlemian Trade Route and the Corellian Run. But Kashyyyk had a greater importance, a secret that led to one of the great clandestine struggles of the Clone Wars.

Over the centuries, a number of Wookiees became legendary for their skill as starship navigators and their refusal to teach others their techniques. Spacer talk held that the Wookiees knew of hundreds of secret hyperspace routes crisscrossing the galaxy—information they were honor-bound to guard with their lives.

Both the Republic and the Confederacy of Independent States knew that if such routes existed, they could provide a decisive advantage. During the Clone Wars, both sides repeatedly sent operatives to Kashyyyk and battle fleets to the region, clashes that culminated in a massive Separatist invasion of the planet during the final days of the war.

The Separatists had learned enough to zero in on a target: Kachirho in the Wawaatt Archipelago. Kachirho was the site of the Tree Vikkilynn, headquarters of the Claatuvacs—the supposed keepers of the secret routes.



Chewbacca at Echo Base

The Claatuvacs knew their secret was out. And when the clones executed Order 66 and betrayed their Jedi generals before their eyes, they grasped the dark nature of the emerging new regime on Coruscant. Its forces, they knew, would burn all of Kashyyyk to steal the guild's secrets.

Working quickly before the Empire could consolidate its forces, Claatuvac Guildmaster Gumbaeki made copies of the guild's Main Archive data stacks, downloading them into encrypted miniature HoloGrids that were entrusted to the guild's bravest and most loyal route planners—perhaps a dozen Wookiees in all. Gumbaeki then made himself conspicuous in Kachirho's defense while the keepers of the Claatuvac stacks stole away from the Wawaatt Archipelago, hiding the stacks in places known only to them. When the Empire finally stormed Tree Vikkilynn, they found the Claatuvac analysis stations and the still-sealed vault. But while the machinery was intact, every single record had been purged, lost beyond even the Empire's best data-sniffer droids' ability to reconstruct.

The Claatuvac stacks became a legend once again, pursued by everyone from Trandoshan slavers to Imperial agents and Rebel operatives. It wasn't until late in the Galactic Civil War that a legitimate stack came to light: Chewbacca, the first mate of the *Millennium Falcon,* had shared his with Han Solo, allowing the pair to cross the galaxy on smuggling runs in record time. Shortly after the Battle of Hoth, Chewbacca gave his copy of the stack to a stunned Princess Leia. Alliance High Command shared selected route information with commanders on a need-to-know basis only, keeping the stack's existence a closely guarded secret. It proved one of the Rebels' greatest assets, with the secret routes offering a critical advantage in a number of campaigns against the Empire.

THE DARK TIMES

The Empire's New Order—celebrated in the Core where Human High Culture had long been the norm—received considerably less enthusiasm from outcasts, aliens, and other denizens of the fringe. Idealistic Core World Senators (including Bail Organa of Alderaan and Mon Mothma of Chandrila) did what they could to check Palpatine's dictatorial powers, but it would be years before an organized Rebel Alliance would take shape. In the meantime, the powerless had no protector.

The Empire's hand fell heavy in the Rim, far from the privileges of wealth and the attention of the holomedia. Yet even in the Core, Palpatine demonstrated that his reign would brook no dissent. The following are among the worst of the Empire's excesses as dark times eclipsed the galaxy.

The Cleansing of New Plympto. Although it lay within the Core, New Plympto carried the double stigma of primitive development and an undistinguished alien population. When the native Nosaurians rose up against the Empire, the 501st Stormtrooper Legion executed the fighters as the women and children became a commodity in the slave trade.

The Byss Lure. After the Clone Wars, the Deep Core world of Byss became a prisoner-of-war camp for low-level Jedi captured during Order 66. Darth Vader killed most of the captives and converted the rest. Later, Byss attracted billions of colonists from the Core and Colonies, whose collective life essences provided sustenance for the vampiric hunger of Palpatine and his Dark Side Adepts.

The *Eye of Palpatine.* The few Jedi younglings who escaped the Temple massacre seemed harmless, yet the Emperor feared the future risk of these young Force-users. Discovering that many had been brought to Belsavis under the care of a Jedi Master, Palpatine ordered the orbital bombardment of Belsavis's Plawal Rift. The new battlemoon *Eye of Palpatine* received the assignment. Activating at the Patriim shipyards, the *Eye* was to travel along seldom-used hyperlanes (where its movements could be hidden from the Senate) to pick up stormtrooper contingents on Pzob, Dom-Bradden, Kirdo III, Tatooine, and Alzoc III, but the vessel fell victim to Jedi sabotage in the Moonflower Nebula. An Imperial starfighter squadron struck at Belsavis instead, but most of the younglings fled to parts unknown.

The Caamas Firestorm. The Caamasi, known for twenty-five thousand years of levelheaded pacifism, expressed alarm at the galaxy's sharp turn into dictatorship. The planet's leaders preached a return to the philosophy of "peace by moral strength." Unwilling to punish Caamas publicly, Palpatine arranged for the sabotage of its planetary shields and its bombardment by mercenaries. The wildfires ignited by the attack drove many of the planet's life-forms to extinction.

The Desiccation of Gholondreine-β. The cities and towns of Gholondreine-β were known for their scholars and philosophers, who held that all sentient beings owed their highest loyalty to truth, however painful temporal authorities might make that allegiance. Beginning about a decade before the Battle of Yavin, the Gholondreine scholars began publishing quietly urgent critiques of Emperor Palpatine's rule. When they persisted, the Emperor decided to make an example of their world. Gholondreine-β's green seas were drained to the last molecule, and the dead world was seeded with Ithorian crawlers designed to exude a long-lasting biotoxin into the soil.

The Enslavement of Kashyyyk. The Wookiee homeworld saw its fortunes plummet under the New Order. Wookiees, reclassified as a slave species, became prey for Trandoshan hunters and expendable labor for Imperial construction projects, including the Death Star.

The Ghorman Massacre. Ghorman, a second-tier Colonies world, became a galvanizing symbol for the resistance when an Imperial customs vessel dispersed a peaceful anti-tax demonstration by landing atop the protestors. No event better encapsulated Imperial cruelty until the destruction of Alderaan.

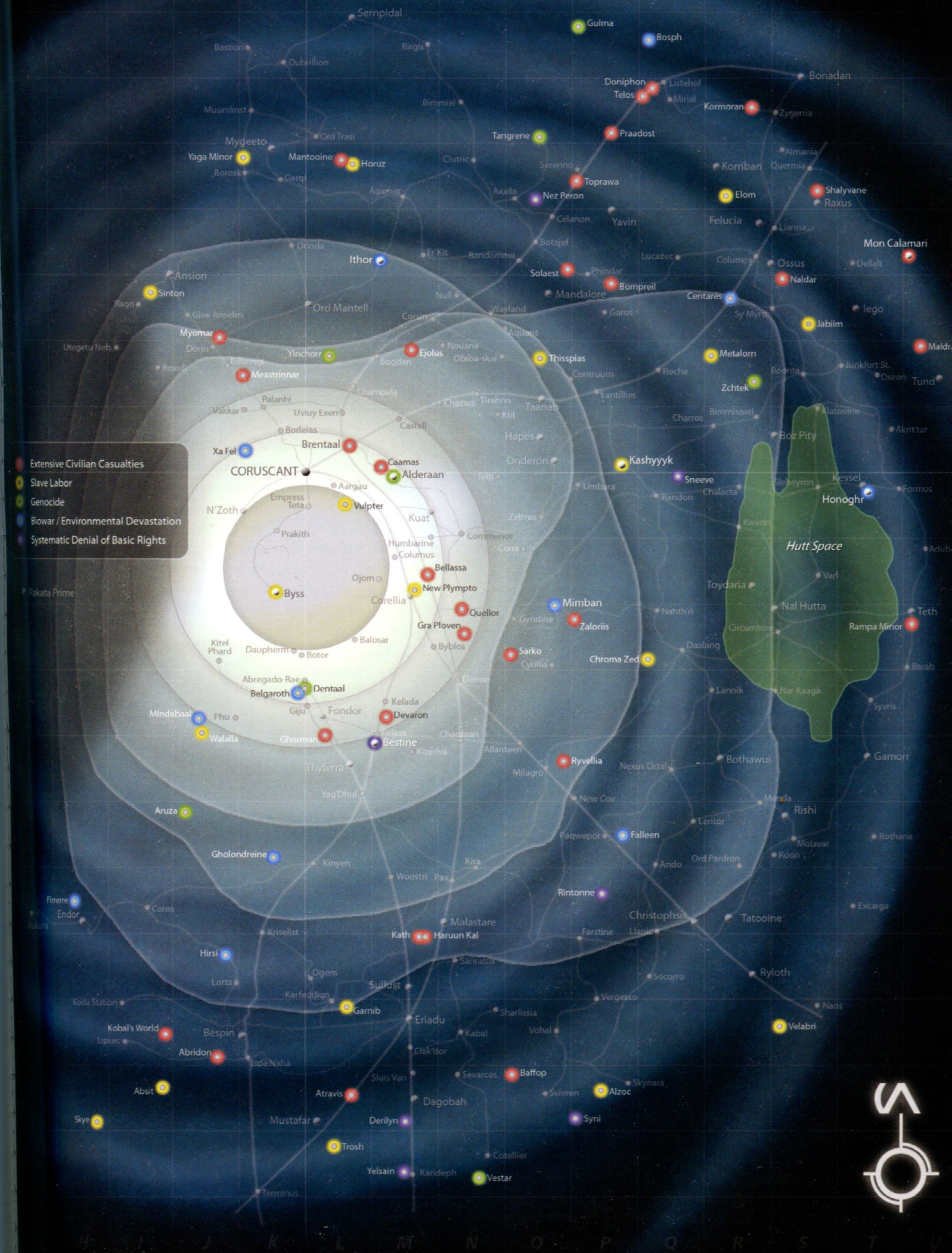
The Subjugation of Mon Calamari. Knowing that Mon Calamari possessed both a tradition of outspoken defiance and an array of galactic-class shipyards, the Empire quickly brought the planet to heel. A traitorous Quarren switched off the planetary shields prior to the Empire's invasion, and Imperial Star Destroyers sank three Mon Cal floating cities in response to local resistance. But Mon Cal and Quarren guerrillas united and eventually drove off the occupation force, freeing up the naval supply lines that would prove critical to stocking the Rebel Alliance fleet.

THE EXPLOITS OF LANDO CALRISSIAN (4 BBY—1 ABY)

Gambler, scoundrel, trader, rogue . . . Lando Calrissian is one of the liveliest figures to arise from the Galactic Civil War. But while he earned justifiable fame for his uncanny luck and his entrepreneurial savvy, Calrissian also made celebrated contributions to the fields of archaeology and xenobiology. Within a single four-year stretch, Calrissian awakened the primordial Sharu, befriended the hyperspace-hopping Oswaft, and made contact with the lost colonists of Renatasia—a trifecta of feats that went unequaled until Calrissian deciphered the Qella hibernation ark more than fifteen years later.

In 4 BBY Calrissian won the legendary freighter *Millennium Falcon* in a sabacc game. Although still a novice pilot, he puttered to the Oseon system at the Coreward foot of the Centrality to try his luck further. After raking in more winnings at the Oseon's

IMPERIAL ATROCITIES



richest tables, he departed for the Rafa system to collect his newest prize—a droid kept in storage on Rafa IV.

In the Rafa system, Calrissian and his new droid Vuffi Raa secured the Mindharp artifact from the heart of an ancient pyramid. This set in motion a chain of events, revealing that the system's native Toka—feeble, simple-minded servants—were actually the devolved descendants of the pre-Republic Sharu. The Sharu's rebirth resulted in a systemwide interdiction field that persisted for a decade, spoiling the Centrality's lucrative commerce in life crystals.

Calrissian returned to Hutt Space, buying a used-starship dealership and flying alongside his fellow smugglers to blunt an Imperial offensive in the Battle of Nar Shaddaa. He subsequently returned to the Centrality with Vuffi Raa, running cargo along the Falko Run until lured back to the Oseon's casinos. Blackmailed into assisting in a drug bust against a billionaire industrialist, Calrissian found himself caught in a near-fatal confrontation with a raiding party of Renatasian refugees during the height of the Oseon's Flamewind festival.



Lando Calrissian

Near Dela, Calrissian lost his fortune to the pirate queen Drea Renthal, but won new friends among the Oswaft of the ThonBoka nebula. These vacuum-evolved life-forms survived an Imperial genocide mission thanks to Calrissian's intervention.

Calrissian's next exploits saw him hopscotching across the galaxy: a ruinous investment in the Borgo asteroid belt, a championship sabacc match on Bespin (where he lost the *Millennium Falcon* to Han Solo), a scam on Pesmenben that bankrupted an Imperial Governor, and a raid on the Hutt spice-processing facilities of Ylesia. Soon after the destruction of the Death Star, Calrissian bolstered his reputation by foiling the Norulac pirates in the impromptu Battle of Taanab.

Riding high from this victory, Calrissian returned to Bespin's Cloud City, where another game of sabacc won him the entire floating metropolis and the baron-administrator title that went with it. His days as a vagabond were over, at least for now. With help from Lobot, Cloud City's computer liaison, Calrissian began a new life as a respectable businessman.

THE ADVENTURES OF HAN SOLO

Han Solo's childhood is thick with tales, not all of which can be true. Some say he grew up among Wookiees on Kashyyyk and witnessed the fury of the Clone Wars before taking odd jobs on the likes of Coonee and Saberhing. Others say he spent a difficult childhood as a beggar and pickpocket, traveling the stars with other Corellian orphans aboard the ancient troopship *Trader's Luck*. One way or another, Han became an expert thief and street fighter by his teens, showing an aptitude for alien languages and a talent for flying everything from swoops to airspeeders.

At nineteen he made his way to the spice-processing world of Ylesia, deep within Hutt Space, and conned his way into a job as a pilot and courier for the Besadii kajidic, which he then betrayed by wrecking Ylesia's primary glitterstim factory. He escaped the Besadii's wrath by enrolling in the Imperial Academy and spent four years on Carida, graduating at the top of his class and earning a commission as a lieutenant. But his Imperial career was cut short when he rescued a Wookiee slave from mistreatment at the hands of a superior officer. The slave, Chewbacca, swore a life debt to the young Corellian, vowing to follow him everywhere. As Han would often joke later, he lost a career and gained a Wookiee.

Dishonorably discharged, Han had no hope of landing a civilian piloting job. With few alternatives, he and Chewie headed for Nar Shaddaa in Hutt Space, where they ran with a pack of high-living smugglers and adventurers, including Shug Ninx, Kid DXo'ln, the Briil Twins, Sinewy Ana Blue, Sheel Odala, Bikum Calus, Salla Zend, Tregga, Lando Calrissian, and Katya M'Buele. Han and Chewie apprenticed themselves to the smuggler Roa, who took them on their first Kessel Run. (First he gave the Corellian and the Wookiee their traditional smugglers' initiation, recruiting Kid DXo'ln to drop Han and Chewie on Little Kessel, where the two spent days fumbling to find a spice connection in the law-abiding hamlets on the outskirts of the giant fungi forests.) Han and Chewie ran every conceivable cargo to every conceivable destination: Kessel and the Smuggler's Run, Rampa and the Fire Rings of Fornax. Han's skill and daring soon gained him a new job as a smuggler and courier for the Desilijic kajidic—the bitter rivals of the Besadii. Han earned the trust of the Besadii kingpins Jabba and Jiliac and the respect of his fellow smugglers—particularly after proving himself against an Imperial task force during the Battle of Nar Shaddaa.



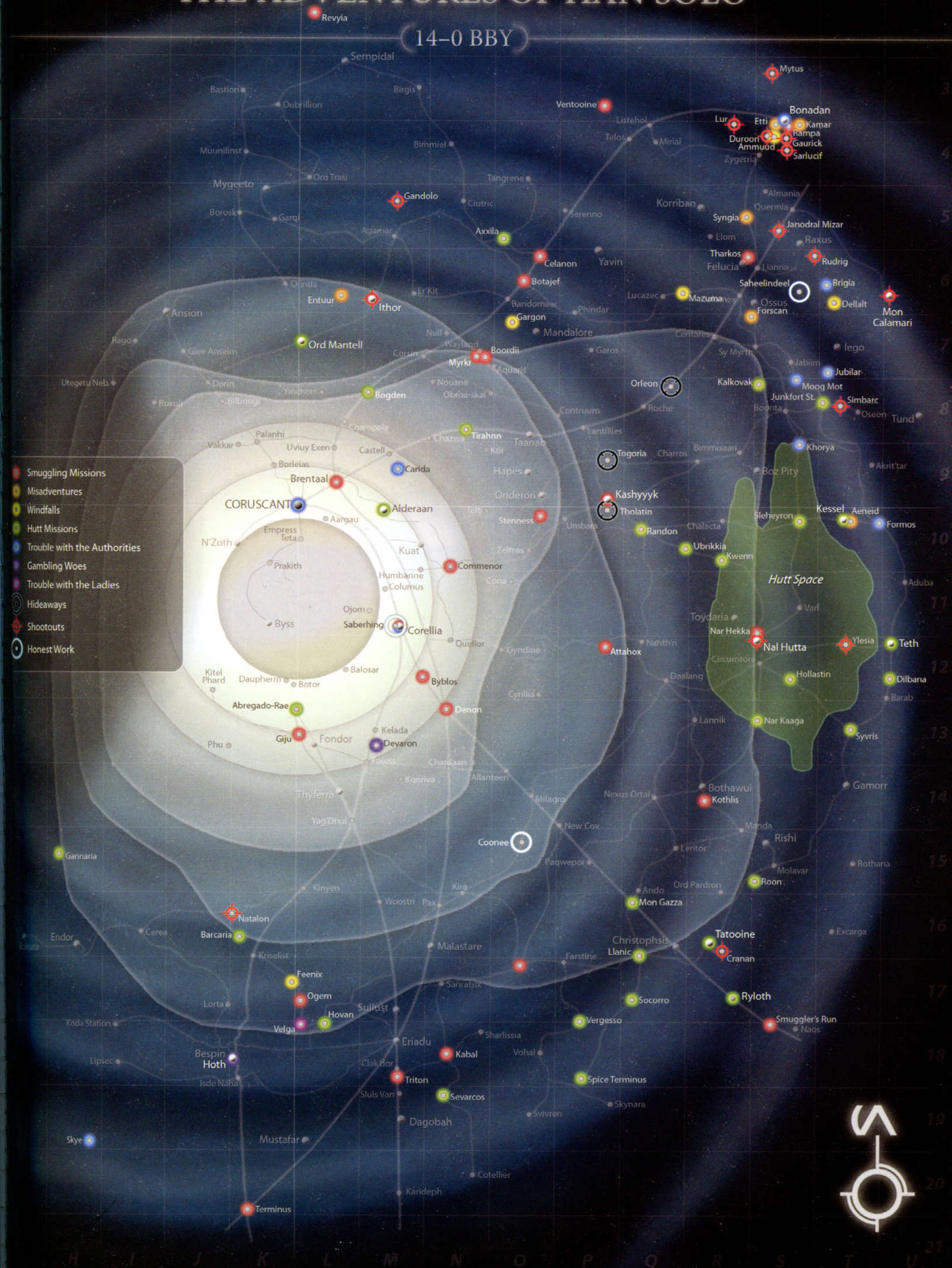
Han Solo and Chewbaca

After losing his first ship, a SoroSuub Starmite called the *Bria,* Han won a new one from Calrissian at a championship sabacc tournament on Bespin. His choice was Lando's own ship: a battered YT-1300 freighter called the *Millennium Falcon.* Like a lot of YT-1300s, the *Falcon* was already heavily modified; in Han and Chewie's hands it gained still more capabilities, becoming a freighter that handled like a fighter. The *Falcon's* speed and heavy armament got Han and Chewie out of more than a few jams as they crisscrossed the galaxy, running spice, chak-root, Pfaff, guns, and even the occasional legal cargo—almost anything they could turn a profit on, except slaves. Never slaves.

Weary of Nar Shaddaa and wary of the Hutts and their entrapments, Han and Chewie sought a new start in the Corporate Sector, running cargo for crime lords such as Big Bunji and

THE ADVENTURES OF HAN SOLO

14–0 BBY



Ploovo Two-For-One. In return for repairs to the *Falcon,* they agreed to shuttle a team of dissidents fighting the Authority's rule to a rendezvous on Orron III. After Chewbacca was captured, Han broke the Wookiee and other political prisoners out of a secret prison on Mytus VII, better known as Stars' End—badly damaging the prison in the process. The two then unwittingly helped Corporate Sector Authority agents Odumin and Fiolla break up a slaving ring, and temporarily escaped prosecution for their various misdeeds by taking the two hostage.

Leaving the Corporate Sector one step ahead of the law, Han and Chewie saw their luck turn sour. They wound up in the Tion Hegemony, working ground jobs—the ultimate indignity for self-respecting spacers. In the Tion they fell in with Badure, once Han's piloting instructor on Carida and now a treasure hunter. They joined Badure's search for the legendary *Queen of Ranroon,* built as a treasure ship during the reign of Xim the Despot, and found the famous vessel on the backwater planet of Dellalt. Unfortunately, the treasure turned out to be war matériel from Xim's era—priceless eons ago, worthless now.

Han and Chewie returned to Hutt Space, where they joined a scheme hatched by Jabba the Hutt and a Rebel cell led by Han's first love, Bria Tharen, to destroy the Besadii operations on Yle-

THE CENTRALITY

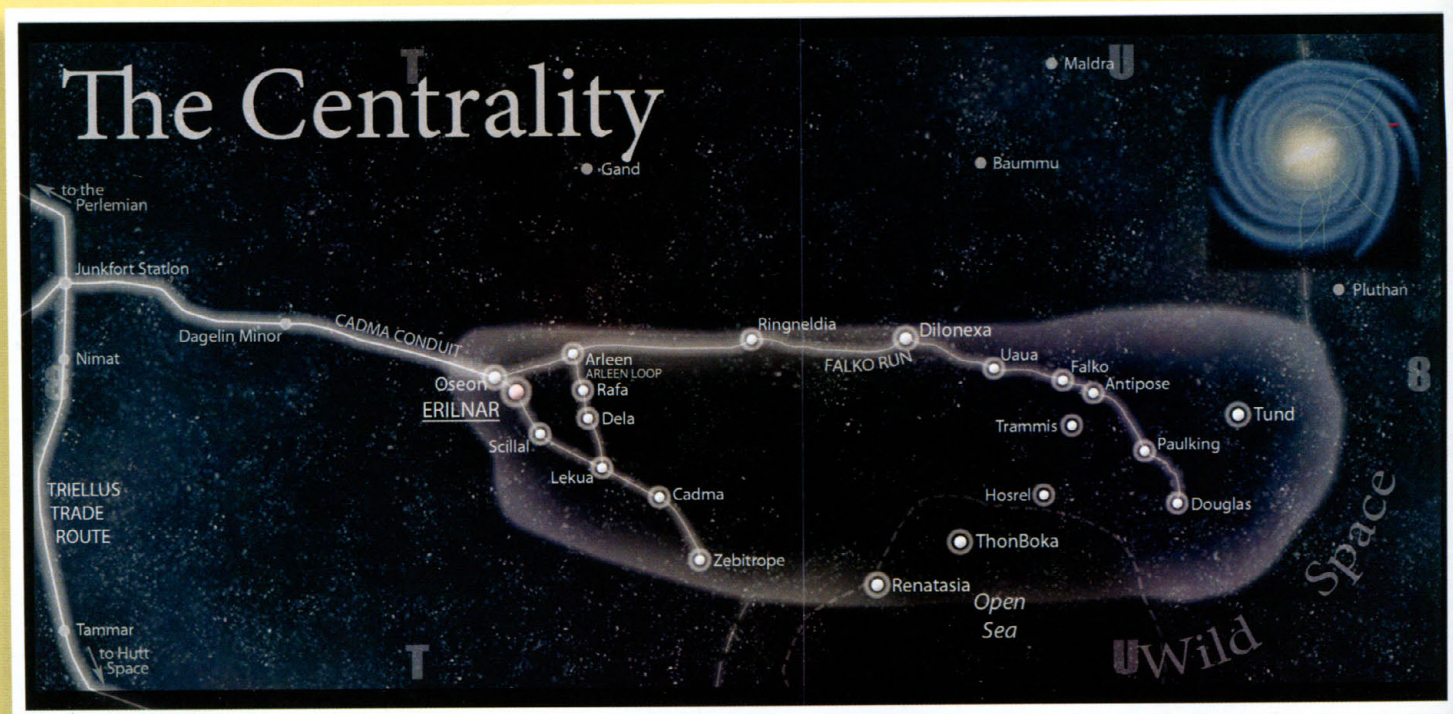
Never the center of anything, the ironically named Centrality is a long strip of mostly empty space rimward of Hutt Space. Although founded as an independent territory in 3350 BBY, the Centrality has always answered to the Hutt kajidics. The Hutts, who had little interest in annexing the desolate stretch, nevertheless became shadow powers who pulled the strings of the human-dominated Centrality government on Erilnar. A fat slice of the profits from vitality-boosting Rafan life crystals went into Hutt bank accounts, and the Hutts dominated the market for the lesai narcotics of Zebitrope (the end point of the so-called Kessel Hop).

Following Palpatine's ascension to Emperor, the Centrality became Imperial territory, yet still enjoyed the same hands-off governance it had experienced under the Hutts. Palpatine's sole action concerning the region occurred several years prior to the Battle of Yavin, when he gave de facto control of the Centrality to Rokur Gepta, Sorcerer of Tund.

Most visitors to the Centrality spend their time among a tight cluster of worlds reachable from the Perlemian Trade Route via the Cadma Conduit. Here one can find the shipyards of Scillal, the universities of Lekua, the banks of Dela, and the asteroid casinos of the Oseon system (where solar anomalies periodically bathe the system in hallucinogenic colors).

Along the Falko Run lie Ringneldia (which manufactures the Centrality's industrial goods using a measurement system incompatible with the galactic standard), the breadbasket of Dilonexa, and the Quor'sav homeworld of Uaua. Farther still are three worlds notorious for their hostile wildlife—Trammis, Paulking, and Douglas. Along the Arleen Loop is Rafa, home of the pre-Republic Sharu civilization. Curiously, despite indestructible plastic pyramids, life-crystal orchards, and other incomprehensible artifacts found everywhere in the Rafa system, few traces of Sharu colonization have been found elsewhere in the Centrality.

The Open Sea is an expanse largely devoid of stars and planets. Freighters that experience hyperdrive failure in the Open Sea can go undiscovered for centuries. A few drifting hulks—with bleached skeletons still strapped into cockpit chairs—have been recovered and are used as cautionary examples for new arrivals at Hosrel. The Open Sea is the domain of the space-swimming Oswaft, who nest inside a sack-shaped nebula called the ThonBoka, or StarCave. At the Rimward end of the Centrality, far beyond most travel circuits, lie the lost human colony of Renatasia (one of fourteen colonies sponsored by Grizmallt's Queen Tasia in 3950 BBY) and the sinister, shrouded world of Tund.



sia. Han helped recruit Lando and other Nar Shaddaa smugglers for the raid, but Tharen and the Rebels betrayed their smuggler allies—who blamed Han. In need of quick credits, Han and Chewie made another Kessel Run for Jabba, but were forced to dump their spice in a close encounter with Imperial picket ships. Now desperate for credits, they headed for Tatooine. In Mos Eisley a good captain should be able to pick up anything from a smuggling run to a simple charter—and maybe enough credits to buy peace with Jabba the Hutt.

THE CORPORATE SECTOR

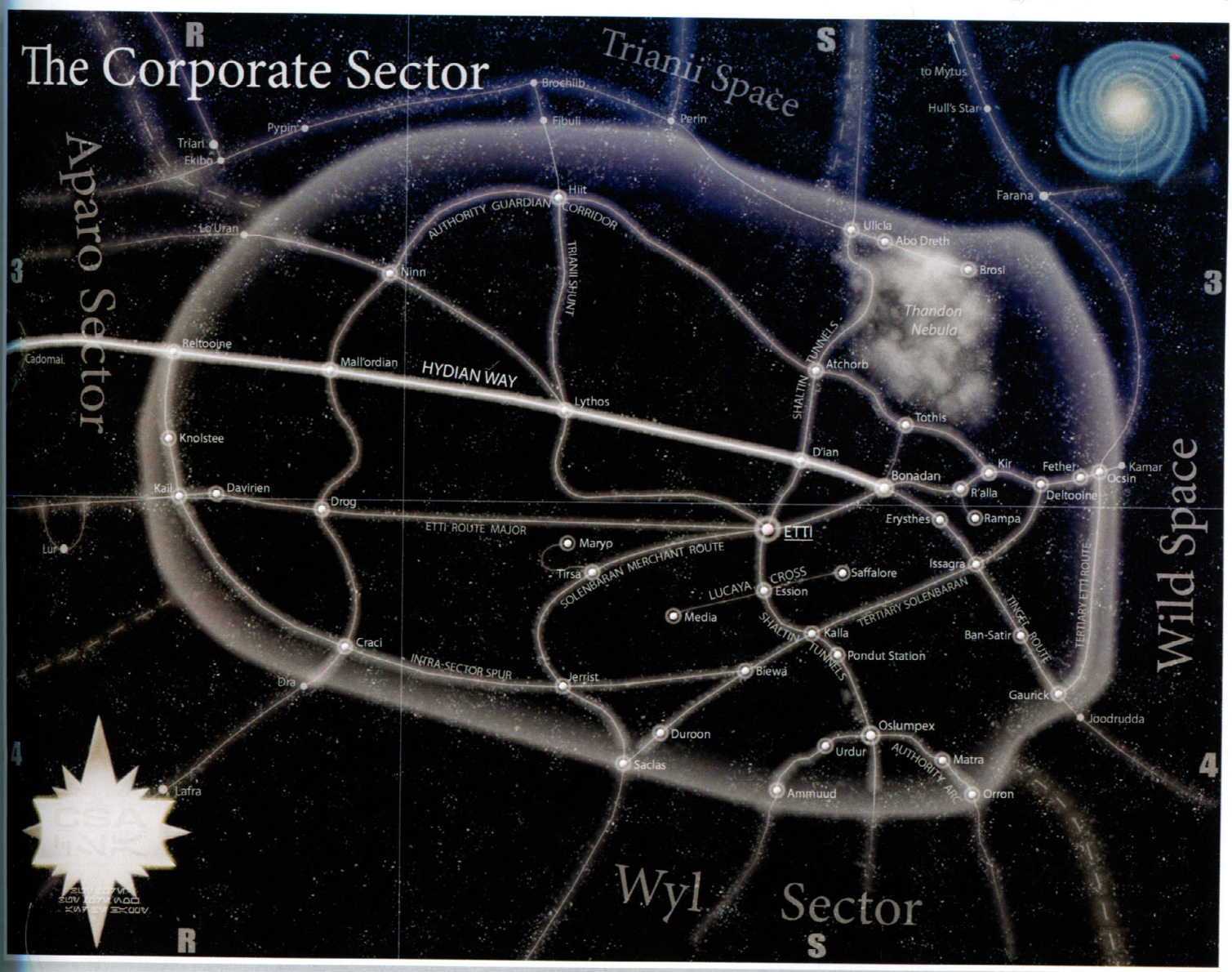
The Corporate Sector occupies a wisp of a branch near the end of one arm of the galaxy—yet that wisp contains more than thirty thousand star systems with planets deemed potentially habitable or of economic value. It's also the site of an intriguing experiment in economic power: a region controlled by a collective of corporations granted exclusive rights to any and all resources within its territory. The Corporate Sector Authority is the region's lone owner, official employer, government, and military.

The first Republic scouts reached the star systems of the future Corporate Sector before 4500 BBY and found a scattering of worlds already inhabited by humans: The Etti and the Ammuud clans trace their ancestry to ancient explorers from the Core, while the Essionites and the near-human Ocsin are believed to be of Tionese origin.

The region was rarely visited until the years after the Hydian Way was blazed in 3693 BBY—but even then it was a backwater on the Republic frontier. That changed with the establishment of the original Corporate Sector around 500 BBY. Its creation came in the aftermath of the disastrous experiment with corporate control in the Outer Expansion Zone. The galaxy's corporations, chafing under the restrictive laws of the Senate, had charged that they could spur quick settlement of new systems if given incentives to do so; a cadre of megacorps known as the Expansionist Oligarchy was granted the right to administer the thinly settled Spinward reaches of the Expansion Region. The Oligarchy's governance soon became a scandal; the outcry over its abuses forced the Senate to intervene.

A generation later the experiment was tried again under more careful supervision—and at a greater remove. (Cynics noted that there were fewer holocams on the fringe of the galaxy.) This time, the Republic dispatched the equivalent of a full subsector's worth of Planetary Defense ships to protect the civil rights of the workers who relocated to the new Corporate Sector.

That new Corporate Sector included several hundred systems, none of them reported to have sentient life. It did well enough economically, but was too remote and too small to truly



thrive—leaving member companies such as TaggeCo, Cybot Galactica, and Merr-Sonn beseeching the Senate to allow expansion. As the Republic crumbled, this dissatisfaction curdled into disgust; during the Clone Wars the few loyalist corporations were forced out and the Corporate Sector declared itself part of the Confederacy of Independent Systems.

Anti-corporate feeling ran high in the galaxy during the Clone Wars. In a bid to repair the megacorps' image, the young industrialist Baron Orman Tagge (who'd broken with the Trade Federation shortly before the invasion of Naboo) founded the Galactic Corporate Policy League, made up of corporations that swore loyalty to the Republic and its ideals. After the Empire's ascent, Tagge approached Emperor Palpatine with a radical proposal: Disenfranchise the Corporate Sector's traitorous corporations and turn over their holdings to megacorps that had proved their loyalty. The Corporate Sector would be dramatically expanded with megacorps paying quadrillions of credits to become voting sponsors of a new entity, the Corporate Sector Authority. In return for a free hand in the sector, the Authority would give the Empire discounts on raw materials and manufactured goods, as well as a yearly stipend of 3 percent of total gross profits, 9 percent of raw materials, and 20 percent of strategic rare elements. The Emperor accepted the proposal—after all, he'd already approved it in a private audience with Baron Tagge.

Officially, the star systems of the Corporate Sector and its neighbors had no sentient species, an oddity scientists tried to explain away as the by-product of strange solar anomalies seen nowhere else in the galaxy. In fact, Tagge's loyalist companies covered up the existence of eleven native sentient species—and rumors told of dozens more forcibly relocated or exterminated.

To a war-torn galaxy, the Corporate Sector suggested great possibilities. Companies such as TaggeCo, Merr-Sonn, Chiewab Pharmaceuticals, Kuat Drive Yards, Cybot Galactica, and Karflo became voting sponsors entitled to seats on the Authority's Direx Board. Corporate scouts rapidly blazed new hyperroutes, and many citizens of the Empire relocated to the sector, hoping for a new start. Within a few years the sector was booming, and megacorps left out of the original rush were clamoring for a piece of the profits.

Migrants to the sector's twenty-nine territories—including many aliens fleeing the New Order's treatment of them as second-class citizens—found themselves considered not citizens but consumers, and given privileges rather than rights. In the Corporate Sector opportunity abounded and the drums of war and repression were far away. But life could be an endless struggle for promotions and paychecks, accompanied by the ceaseless din of advertising from a consumerist culture on overdrive. The Authority's Security Police, or Espos, might lack the fearsome reputation of stormtroopers, but all manner of depravity was ignored in quarterly reports, provided stock prices remained high.

The Corporate Sector was left largely unscathed by the Galactic Civil War and sought to remain neutral in the New Republic's struggles with the Empire's fragments. The New Republic was too busy with other crises to bring the distant Authority to heel, while the Authority was too weak militarily to do more than guard its own borders. The Yuuzhan Vong also ignored the Corporate Sector, though their march left it cut off from the rest of the galaxy.

A CLOSER LOOK: MAJOR WORLDS OF THE CORPORATE SECTOR AND NEIGHBORING REGIONS

The Corporate Sector includes thousands of inhabited systems not shown on this map, along with more than one hundred thousand uninhabited systems.

Located at a nexus of trade routes, **Etti IV** is one of the Corporate Sector's wealthiest worlds. The Authority's movers and shakers favor the planet's copses of mossy forest, rolling plains, and warm seas as sites for lavish private estates. Etti IV and V were settled around 20,000 BBY by Republic dissidents fleeing the corruption of the Core Worlds. When the original Corporate Sector was founded, its ruling corporations sought to make the Etti system a showcase for good works. They paid the Etti handsomely to restore Etti IV and manage it as a lush retreat and entertainment world. The Etti used the influx of credits to relocate most of Etti IV's remaining population to Etti V, which was declared off limits to non-Etti. In the centuries since, the Etti have parceled out most of Etti IV to wealthy executives, and made an art form out of running its dizzying entertainment complexes. Some of the less insular Etti have exported these skills, becoming arbiters of culture and taste on many Corporate Sector worlds. The Authority runs Etti IV's comparatively rough-and-tumble spaceports; much of the planet's considerable trade and commerce is pursued in its ring of skyhooks and orbital stations.

The densely packed **Lythos** system contains four significant agricultural worlds—Lythos VI, VII, VIII, and IX—and extensive mineral holdings on Lythos I and XIV. The former is a tide-locked blast furnace of a planet whose mining stations are on its night side; the latter is a frozen ball whipped by supersonic winds. Among Corporate Sector miners, "picking between One and Fourteen" is slang for a choice between equally bad outcomes.

A balmy world of shallow seas and placid weather, **D'ian** is a thriving merchant world and home to several of the Authority's leading business schools. Its plump, sweet-smelling orchid vines are common sights throughout the sector.

The small world of **Ninn** was depopulated and despoiled during some ancient conflict; today it serves as a refuge for the dour Priests of Ninn, whose green raiments and clay begging bowls are common sights in Corporate Sector spaceports.

Beloved by tourists for its crystalline forests, **Mall'ordian** has become a site of great interest to Authority mining crews searching for potential resources that might be exploited.

The massive gas giant **Reltooine** and its necklace of moons are popular tourist attractions, known for breathtaking rings, ammonia-spewing cryovolcanoes, and fiery auroras.

Beautiful, near-virgin **Knolstee** is owned by Park Holdings Inc., which maintains it as a layover spot for passengers on

tourist liners. Sightseers stay in small, luxurious orbital stations, descending to Knolstee's surface for tours conducted by PHI's largely Ithorian staff.

A thriving industrial world, **Matra VI** is home to substantial populations of nonhumans lured by the prospect of a new life in the Corporate Sector. Some of these aliens have grown quite rich, but few have a place in Matra's highly stratified society.

A stormy, gloomy globe in Farana, **Ocsin** is a colony world of the species of the same name, cunning near-human merchants, and bold explorers whose scouts have a wealth of information about Wild Space beyond the Authority's borders. Ocsin accepted Authority annexation a few years before the Battle of Yavin, but while Authority infochants have paid frequent visits seeking data about trade routes, the Corporate Sector's promised technological assistance has yet to appear.



Corporate Sector Viceprex Mirkovig Hirken

A barren Ocsin colony, **Saclas** is often visited by free traders and smugglers who wish to go no farther into Authority territory. There they rub shoulders with Ocsin merchants heading down the Solenbaran Merchant Route into Imperial space. Saclas's hardscrabble spaceports and cantinas aren't for the timid.

A frigid world on the borders of the Corporate Sector, **Lur** is home to a peace-loving species whose members are known for their skill at genetic manipulation and use of carefully bred lifeforms to mimic machines. The Empire quarantined the planet for fear that the Lurrians' abilities would be used for evil, but the quarantine is lightly enforced at best. During the war with the Yuuzhan Vong, the Lurrians' bioengineering efforts attracted avid attention from Republic scientists.

A perilous world racked by groundquakes and hurricanes, **Dra III** hosts indigenous life that rivals its weather for brutality: Nashtahs, cal-serpents, and fullors are just three of the vicious predators roaming its plains and forests. Most visitors to Dra III are big-game hunters on safari.

Market world **Maryo**'s bazaars are famous throughout the Corporate Sector. The idle rich enjoy shopping here, hunting the speedy native ungulates known as peckvas, and sportfishing for colossus fish in Maryo's vast oceans.

Damp, warm **Duroon**'s thin crust has yielded impressive deposits of diamonds, glow-pearls, fire nodes, and nova-crystals. Seeking cheap laborers for the dangerous, primitive work, the Authority recruited aliens from poor Imperial worlds such as Montitia and Pal Goral, then kept them in near slavery. The Palarians in particular fought back, waging a guerrilla war against the Authority.

The fourth world of the Lucaya system, **Session** was settled before 6000 BBY and has been a thriving manufacturing center and trading world since the establishment of the original Corporate Sector. Tourists visiting the sector often bring back holoimages of Session's vast orbital warehouses.

A world of chilly crags, **Kalla** is the site of the University of Kalla, which the Authority has turned into a galaxy-renowned school by dramatically overpaying to attract academic talent. Kalla's finest schools are dedicated to business and economics, but its history and cultural curricula have attracted approving notice as well. A number of Authority notables—some with checkered pasts—have sought higher profiles or simple legitimacy by funding chairs and research on Kalla. The system's asteroid belt contains a number of luxurious homes built under pressure domes during an Authority fad. The Empire maintained an embassy and military base—officially an observation post—in the system.

One of the Authority's newest boomworlds, **Saffalore** is the headquarters of Binring Biomedical Products and a number of other corporations with high-flying stock prices.

An urban world reliant on light industry, **Media** is home to several leading makers of repulsorlift units and accessories. It has a substantial population of Tiss'shar immigrants.

One of the first worlds settled as part of the original sector, **Kail** is now privately owned by a clique of rich families who distrust outsiders. Its sweeping mountain ranges are home to a number of hunting reserves.

The jungle world of **Davirien** is owned by Chiewab Amalgamated Pharmaceuticals, one of more than six hundred such possessions in the Rimward sectors of the Hydian Way. Chiewab uses the planet for pharmaceutical research, and allowed Imperial forces to use the planet for training missions—an odd arrangement tolerated by the Corporate Sector.

A windy world with deep caverns, **Urdur** is known for its vicious storms, heat, and absence of useful raw materials. The planet has served as a base for refugees and ne'er-do-wells for centuries, with outlaw-techs and smugglers only its latest inhabitants.



Uul-Rha-Shan, Hirken's bodyguard

An entrepôt for goods coming in from Wyl sector, **Oslumpex V** is a rich world that serves as a trading center, a headquarters for starshipwrights' unions, and the site of the Authority's largest shipyard. Its drydocks also service many tramp freighters and smuggler ships.

The mountainous world of **Ammuud** was settled as a religious retreat around 10,000 BBY by colonists from the Core World of Thokos. Upheaval on Thokos left Ammuud cut off; the colony was forgotten and sank into barbarism. When Republic scouts rediscovered Ammuud, it was torn by endless vendettas and wars among seven nation-states. The Authority left Ammuud alone for years until orbital scans detected abundant mineral wealth below. It then bartered a deal with the Ammuud clans, beginning mining operations in exchange for technology and a reintroduction to galactic society.

Orron III, an agricultural world tucked into the corner of the Corporate Sector, lies on a meandering trade route known as the Authority Arc. Incoming traffic is limited to drone barges

loading crops and ships on official Authority business to the planet's Data Center.

A lush but dull agriworld, **Ban-Satir II** is famous for its Nor-



A squad of CSA Espos drags in a Trianii suspect.

vanian grog. The best Norvanian vintages are reserved for the Authority's elite, making Norvanian Reserve a popular cargo for smugglers.

The massive agricultural world of **Erysthes** is almost entirely run by droids, and a frequent site for Authority experiments in agricultural science and automation.

A beautiful green world, **R'alla** houses many of the Authority's leading media companies as well as small farms and bubbling springs of sweet, clear water. R'alla water is exported throughout the Authority and to connoisseurs in the wider galaxy.

Rampa III is a polluted, arid industrial world inhabited by the Authority's least fortunate and prisoners sentenced to terms in its labor camps and factories. Water shortages are chronic, which has led to a brisk smuggling trade in water from nearby R'alla. Between the water and the perils of Authority gunships, the hyperspace route between R'alla and Rampa has been dubbed the Rampa Rapids.

Heavily defended **Kir** is the source of the crystalline vertex the Authority uses as part of its currency. The planet is a massive ball of liquid, ice, and floating islands of hardy, kilometers-thick moss.

Lafra, in the Wyl sector, is home to a humanoid species descended from avians. The Empire maintained a military base in the system. Many Lafrans have sought work within the Corporate Sector.

A major trade hub, the **Craci** system has five crowded worlds dedicated to agriculture and industry, making it one of the busiest port systems of the Corporate Sector. Cracian Thumpers are prized as steeds the galaxy over.

A busy trade world, swampy **Drog VI** also boasts hunting lodges run by Etti.

Jerrist VI is a busy factory world with extensive mines. The planet suffered an outbreak of an unknown pathogen a year after the Battle of Yavin, and millions died as the Authority refused to stop mining operations to treat the outbreak.

A lackluster industrial world, **Biewa** is notable as the headquarters of the Authority starfleet.

A desolate system that's little more than chunks of ice and rock orbiting a red dwarf, **Issagra** sits at the juncture of two hyperspace routes and is home to Issagra Station, a vast gambling and entertainment complex run by the Etti. Here Authority elites rub shoulders with tourists from the galaxy's better-known sectors, Ocsin traders, and strange species from Wild Space and the Unknown Regions.

The vast agricultural world of **Deltooine** is also the site of an Authority military base charged with monitoring Farana and Wild Space.

Fether is a minor farming world with a substantial Ocsin population.

A minor agricultural world, **Gaurick** is notable as a customs checkpoint for ships coming up the Tingel Route from Wild Space. The planet is run by the Renouncers, an abstemious cult whose beliefs make them particularly zealous about finding and seizing contraband.

Barren **Joodrudda** is all but uninhabited; its only structure of note is a sprawling palace built centuries ago by an eccentric clan of Hutts.

Foggy **Farana** is the homeworld of the Ocsin clans, and lends its name to the region of space dominated by them. Farana is part of Wild Space and has never been ruled by Coruscant, but trade and migration have built extensive ties between it and the rest of the galaxy. Beyond Farana lie several dozen Ocsin colonies, the cluster of stars known as the Morellian Commonwealth, and, even farther out, systems never completely surveyed by the Republic or Empire.

Hull's Star is a planetless system, significant only as the jumping-off point for Stars' End.

A backwater trade world on the border between the Authority and Aparo sector, **Lo'Uran** had only a modest Imperial presence during the Galactic Civil War, making it a favored port for freighter captains conducting shady business.

Tothis is a lackluster industrial world.

Vast investments failed to make **Atchorb** more than a middling trade world, but the planet has finally boomed thanks to an influx of Authority military units, which have used it as a staging point for operations in Trianii Space and Wild Space beyond Ulicia.

A harsh badlands world just beyond the borders of the Authority, **Kamar** is inhabited by a largely nocturnal species of insectoids that's on the verge of spaceflight.

The **Mytus** system would seem to have nothing to recommend it: It's located in Wild Space beyond even the Morellian Commonwealth, a long hop along a secret hyperspace route from Farana, and contains seven barren planetoids and a scattering of debris. So why do Ocsin spacers warn the curious not to go there? Because in the years before the Battle of Yavin, Mytus VII was



Star's End

the site of Stars' End, one of the galaxy's most secure prisons. Prisoners sent to Stars' End were kept in suspended animation within stasis booths, leaving overhead at a minimum. This idea was tested by the Authority with an eye toward franchising it to the Empire. Mytus's location helped preserve both its secret and plausible deniability in dealing with troublemakers demanding answers about missing undesirables: The Authority could truthfully say a detainee wasn't being held in the Corporate Sector. Shortly before the Battle of Yavin, Stars' End was badly damaged, reportedly in a freak accident that caused an overload spiral in its power plant.

A desolate moon orbiting the gas giant Maal, **Hiit** is home to a species of hulking avians. Trianii Rangers first made peaceful contact with the Hiitians; since then millions of Hiitians have sought their fortune in the wider galaxy. The Trianii became reliable trading partners, but the Hiitians haven't been as lucky with the Authority: Their homeworld was annexed in 5 BBY, a development the Hiitians regarded with wary hostility.

The forested capital of Trianii Space, **Trian** has become an increasingly bitter rival of the Corporate Sector. The Trianii are hardworking, driven, deeply religious, and stubbornly independent. When the Authority offered to annex Trian and its colonies, the Trianii prefects said no. When the Authority then seized the outlying colony world of Fibuli by force, the Trianii Rangers fought back. The conflict has continued ever since, with the Trianii so far keeping the Authority at bay.

Ekibo is a Trianii colony world famous for its farms and herdbeasts.

Pypin, Brochiib, and **Perin** are Trianii colony worlds.

A Trianii colony world invaded by the Authority in the years before the Battle of Yavin, **Fibuli** has endured repeated skirmishes between Authority military forces and the Trianii Rangers.

Ulicia is a drab industrial world on the fringes of the Thandon Nebula, an area of space the Authority has struggled to develop.

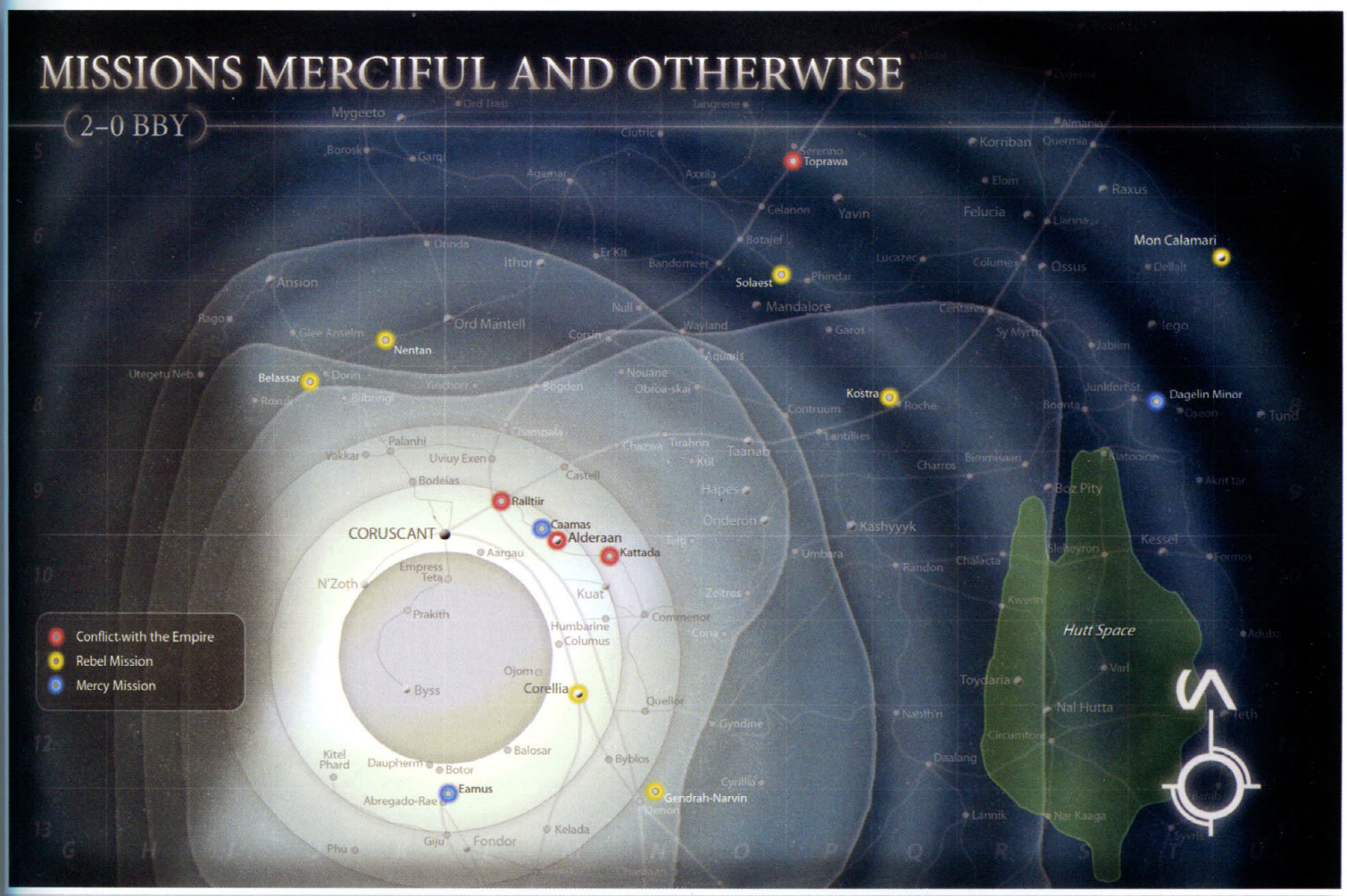
A hostile world with high levels of radiation and vast, shallow lakes, **Abo Dreth** is known primarily for its vast flocks of vicious avians.

Brosi is a remote world on the fringes of the Thandon Nebula annexed by the Authority after surveying crews discovered extensive deposits of hfredium beneath its surface. The wooded planet is now pockmarked with mines, processing plants, and hastily constructed spaceports. Its natives, near-humans known as Brosins, have formed an insurgency against Authority rule.

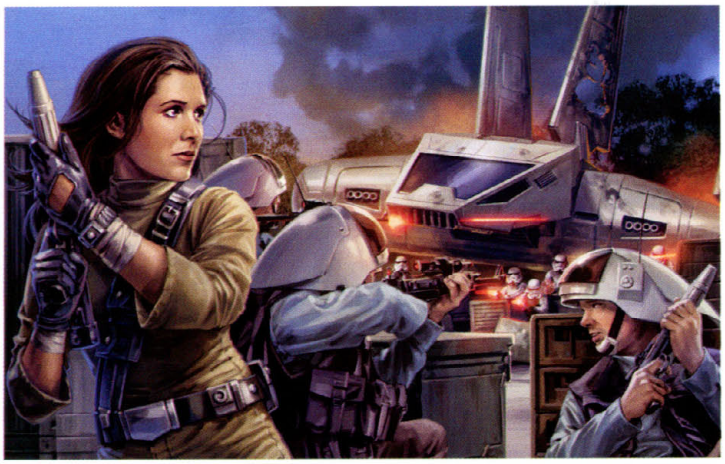
A PRINCESS IN PERIL

As one of the youngest Senators in history, Leia Organa was a natural for the holocams even without her passionate denunciations of abuses of Imperial power. But the teenage Alderaan Princess had a second life that needed to stay shielded from scrutiny: She was a key member of the Rebel Alliance. And the line between these two lives was perilously thin.

Aboard her consular ship, the *Tantive IV*, Leia pursued well-publicized mercy missions, bringing medical supplies and emer-



gency gear to worlds racked by disasters. Sometimes these disasters were natural occurrences—a terrible plague on Dagelin Minor, or quakes caused by solar flares on Eamus 6. But other times the *Tantive IV* appeared in systems where the Empire was suppressing Rebel activity: Kostra, Belassar, Gendrah-Narvin, Solaest, Nentan. And on those missions, Leia transmitted messages among Rebel cells, dispensed much-needed matériel, or bought time for key Rebels to escape. The Empire suspected Leia of treason, but could never catch her in the act.



Leia in a firefight on Kattada

Leia's double life began to unravel just weeks before the Battle of Yavin, on the Core world of Ralltiir, then being brutally subjugated by Imperial forces under Lord Tion. Leia was unable to deliver her cargo of medical supplies and spare parts, ticketed for the Ralltiiri resistance, but she was found by Basso, a wounded Rebel fighter who'd been hypno-imprinted with information about a secret Imperial research project code-named the Death Star. Confronted by Darth Vader, Leia hid Basso and managed to trick Tion into overruling the Sith Lord's attempt to search the *Tantive IV*.

Frustrated by her inability to deliver her cargo, Leia ordered the *Tantive IV* to divert to Kattada, a shadowport in the Colonies. There she arranged for Kattadan smugglers to deliver the supplies to Ralltiir, but was confronted by an Imperial strike team—Vader had ordered his operatives to seize the *Tantive IV* if it headed anywhere but Alderaan. A furious firefight erupted, and the Imperial positions were overrun by the Kattadans and the *Tantive IV*'s crew. Leia had once again escaped detection—but only barely.

On Alderaan, Basso's information was retrieved; Leia and Bail Organa lured Tion to a private dinner in the hope of learning more about the Death Star project. Angered by Tion's New Order propaganda, Leia accidentally let slip the project's code name—confirming Tion's suspicions about her. Before the Imperial could summon the authorities, Leia attacked him; in the struggle, Tion was shot with his own blaster.

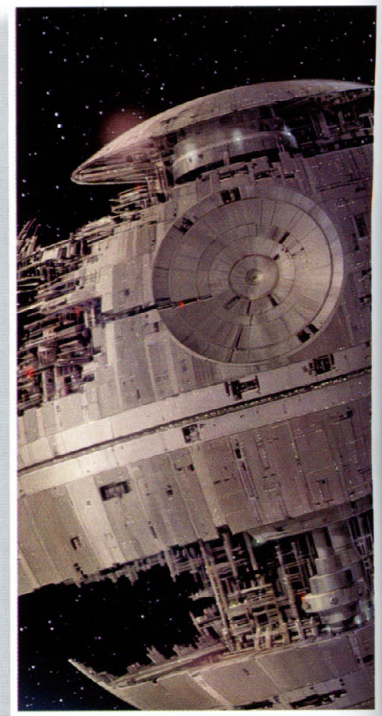
His body was taken to a game preserve and his death concealed as a hunting accident, but the Organas knew time was running out. Rebels operating out of Toprawa had a copy of schematics for the Death Star, but a task force commanded by Vader blockaded the system. Bail sent Leia to retrieve the plans, hoping her diplomatic immunity would allow her to defy the interdiction; once she had them, she was to travel to Tatooine and ask Obi-Wan Kenobi to return with her to Alderaan. The *Tantive IV* did receive the transmissions, but Vader's Star Destroyer—the *Devastator*—noted the broadcasts from Toprawa and ordered the *Tantive IV* to heave to or be fired upon.

Leia fled to Tatooine, but the *Devastator* tracked her ship and intercepted it above the planet. Aware of her peril, she composed a message for Kenobi and hid the Death Star plans in R2-D2's memory, trusting the little droid to complete her mission. After a brief skirmish, she was brought before Darth Vader.

THE ULTIMATE POWER IN THE UNIVERSE

Despite its iconic status as the ultimate weapon of the Galactic Civil War, the Death Star dates back to before the Clone Wars, and a design by the famed starship maker Raith Sienar. Sienar's Expeditionary Battle Planetoid lacked a superlaser and included a smaller sphere at each pole, but the basic concept of what would become the Death Star was already established.

Sienar's design required advances in hypermatter technology, and envisioned using ice asteroids for fuel. Those considerations troubled him, and by the time he showed the design to the ambitious Wilhuff Tarkin, he had lost interest in developing the Battle Planetoid.



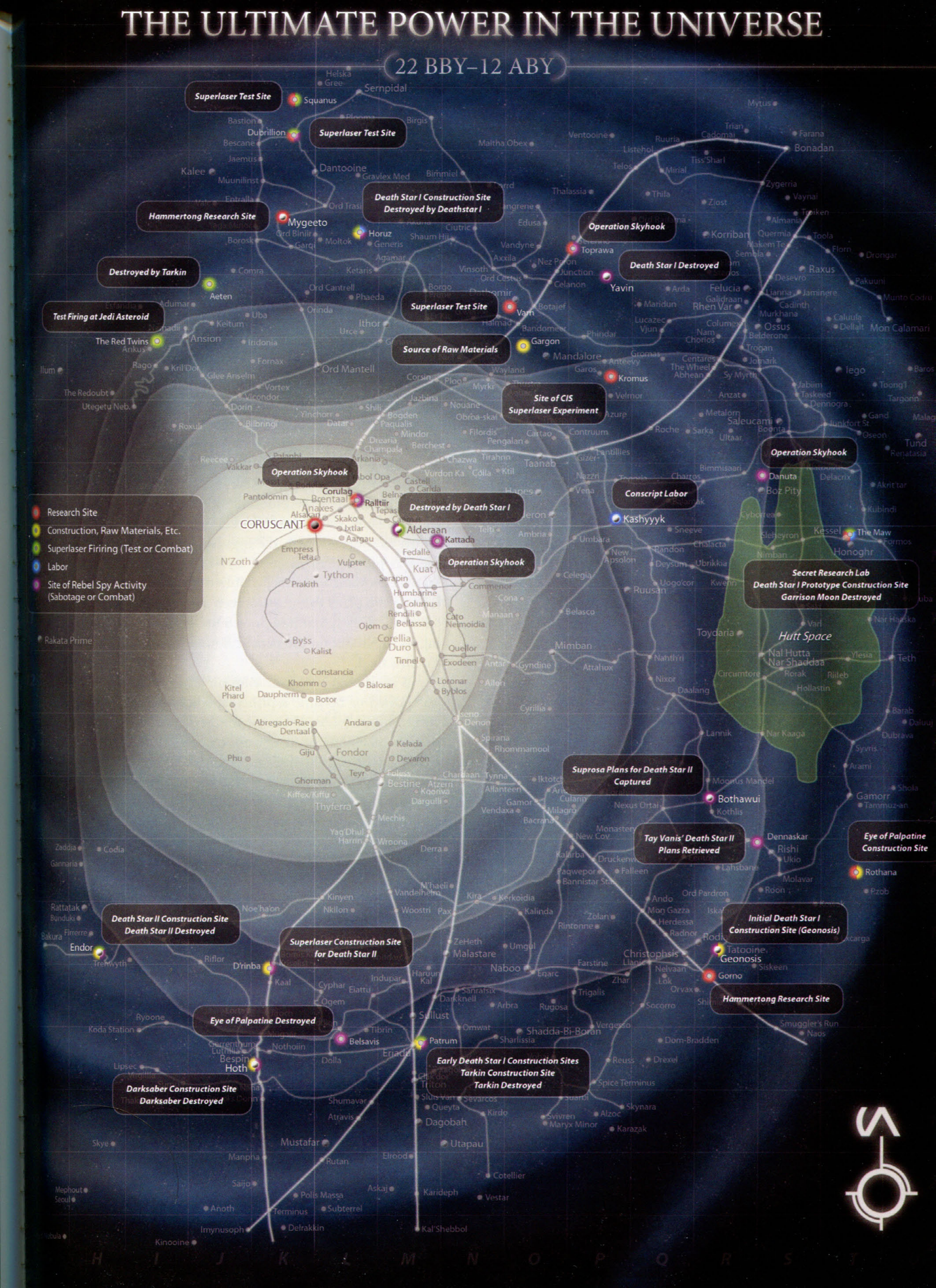
Construction of the Death Star

Tarkin held the idea in greater esteem than its creator did, particularly once he imagined a mobile battle station with an offensive weapon to equal its defensive capabilities. His insight was that such a battle station could solve one of the oldest problems confronting the Republic: the inability of even a massive starfleet to police the galaxy's billions of worlds. Space was simply too immense for military power to command without the kind of astronomical spending that would bankrupt a central government; a wily enemy could tie up defenses by launching sneak attacks and then vanishing into the vastness. A battle station with sufficient firepower to substantially damage a planet would change this calculus, however—fear of a visit from such a dread construct would prevent worlds from harboring pirates and insurgents or opposing central authority.

Tarkin presented Sienar's idea to Chancellor Palpatine, claiming it as his own and championing the weapon in his evolving Tarkin Doctrine. Palpatine was intrigued, and directed research into the hypermatter technology required to power such a weapon, as well as structural issues. Designer Bevel Lemelisk pursued both is-

THE ULTIMATE POWER IN THE UNIVERSE

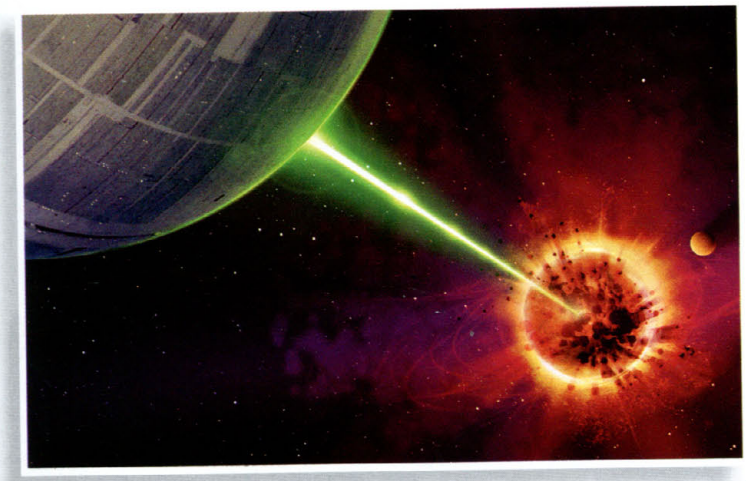
22 BBY–12 ABY



sues with help from the Geonosians under the command of Poggle the Lesser. Lemelisk was alarmed when Geonosis seceded from the Republic, but the Chancellor seemed oddly unconcerned, assuring him the Separatists would never put the weapon into production and urging him to keep his work a secret. When Geonosis became a battlefront at the beginning of the Clone Wars, Count Dooku took the plans to Darth Sidious, unwittingly bringing the schematics for the ultimate weapon full circle.

Construction began on occupied Geonosis shortly before the end of the Clone Wars, and accelerated when Emperor Palpatine assigned Tarkin to the project, making him the first of the Empire's new class of Grand Moffs. The biggest technical challenge, the superlaser, was addressed in part with Mygeetan crystals recovered by clone troopers during the Clone Wars' final campaigns, which became part of the long-running Hammertong Project, pursued by shadowy Imperial laboratories on a number of worlds.

But despite such advances, construction of the battle station—now code-named Death Star—proved agonizingly slow. Even for Palpatine, it wasn't easy to divert the enormous resources



Destruction of Horuz

required, or to keep the giant project a secret. What with technical snafus, sabotage, and political infighting, many connected to the undertaking doubted it would ever succeed.

But Tarkin always had faith, even as the headquarters for the project moved from Geonosis to Seswenna to Patriim. With Palpatine's approval, Tarkin created his own secret weapons laboratory at the heart of the black-hole cluster known as the Maw and charged the lab with building on the Hammertong findings to create a proof-of-concept model for the Death Star. With Lemelisk as chief engineer, the Maw Installation constructed a scaled-down superlaser within a skeletal armillary sphere. The news was good: It worked.

The Death Star project was relocated for a final time—to Horuz, an Imperial penal colony in the backwaters of the Outer Rim's Atrivis sector. Here construction began in earnest with valuable resources mined from the Horuz moon of Haroon. Imperial harvesters scoured the Horuz system for raw material. Masticators broke down asteroids for iron and nickel, then mixed the bits with alloys mined on the prison planet of Despayre, whose luckless inhabitants joined thousands of Wookiees as laborers. Smelters fed molten metal to extruders that pressed out hull plate and other needed components. At first the Death Star resembled a child's toy—a skinny polar column with the reactor core at its midpoint and axes of reactor shafts to balance it. Next came the polar caps, the equatorial "waistband" and the baleful "eye" of the superlaser dish. Then came the battle station's other inner workings and its quadranium-steel skin.

Captured Rebel leaders had seen firsthand the terrible truth behind the rumors of the Emperor's secret weapon. Their response was Operation Skyhook, tasked with retrieving a full schematic of the battle station in the hope that a weakness could be found. Assembling such a schematic required multiple missions by dozens of brave Rebels. The Alliance obtained information from rescued Wookiee slaves, raided Imperial convoys, captured Imperial engineers, and intercepted military transmissions. Tarkin's research lab eluded discovery, and an attack on Horuz by fighters launched by the *Lucrehulk*-class carrier *Fortressa* proved a dismal failure; the *Fortressa,* in fact, was the Death Star's first kill, vaporized by the superlaser despite its using just 4 percent of its power capability. With the Death Star nearing completion, it was obvious that another full-scale assault would be futile.

The biggest pieces of the schematic came from Rebel raids on Danuta and Toprawa. After handoffs from a series of Rebel agents, the Toprawan plans were transmitted to Princess Leia Organa after she ran the blockade of Toprawa in her Alderaanian consular ship, the *Tantive IV.* Leia fled for Tatooine, hoping to return to Alderaan with the fugitive Jedi Obi-Wan Kenobi. But she was pursued to Tatooine by Darth Vader and the Imperial Star Destroyer *Devastator,* captured above the planet (after uploading the plans to the astromech R2-D2) and taken to Horuz. There the Death Star had proved itself fully operational by turning its superlaser on the penal colony of Despayre, reducing it to a debris field.

With the Emperor's dissolution of the Senate, the Death Star was poised to become a principal source of Imperial power. As Tarkin himself noted, fear of the battle station would keep the galaxy's rebellious systems from chafing at the loss of representation on Coruscant. But the Death Star shook up decades of Imperial strategic doctrine—and the strain was evident in the adversarial relationship between the other two members of the command triumvirate.

Established military doctrine was that the navy commanded space, giving the army protection for ground assaults. The new model, as championed by Admiral Conan Antonio Motti (to the horror of more tradition-minded admirals), was that the mere threat of the Death Star left the army free to act. If the army met resistance on a world, it would withdraw and the Death Star would threaten that world. General Cassio Tagge disagreed. For one thing, he believed the existing model was more flexible and efficient than Motti's idea. For another, he thought the Alliance fleet was bigger and more of a threat than Motti and many in the navy believed, and the Death Star was siphoning off needed funds from projects such as the stalled Super Star Destroyer. The two argued frequently and bitterly, to the point of the admiral baiting the general with mocking references to "your starfleet"—an irony Tarkin might have enjoyed if the two's bickering hadn't habitually complicated operations.

When Princess Leia refused to reveal the location of the Alliance's main base, Tarkin decided it was time to demonstrate the

price of rebellion to the galaxy. The Death Star fired up its engines and headed for the Core Worlds, with the navy restricting traffic along the space lanes while it passed. Threatened with the destruction of Alderaan, Leia stalled for time by telling Tarkin the Rebels were on distant Dantooine. That world, however, was too remote for Tarkin's purposes—and he'd had his fill of rebellion and sedition. The Death Star incinerated Alderaan before Leia's eyes, a shocking act of mundicide that killed billions.

The battle station had just days to live, however. The Death Star captured the *Millennium Falcon* as it arrived at Alderaan; Han Solo and Luke Skywalker (who'd brought R2-D2 to the last place in the universe Leia would have wanted to see him) rescued the Princess from the battle station and raced to Yavin, with the battle station in slow pursuit. On Yavin 4, Rebel techs found a chink in the battle station's armor—minutes before the Death Star could annihilate the moon, Skywalker's proton torpedo began a chain reaction that destroyed it.

The Alliance had won a significant victory; for the galaxy's star systems, the destruction of Alderaan was no longer an object lesson but a rallying cry. But the battle station's era was far from over. The Emperor had already ordered the construction of a second Death Star, building on the technological advances of the first, and was manufacturing a pair of mammoth warships armed with superlasers—the *Eclipse* class—at Kuat and Byss. To test the ship-mounted superlaser and divert the Alliance from the hunt for the second Death Star, the Emperor ordered Lemelisk to develop a prototype of the *Eclipse* class into an operational weapon. The prototype, renamed the *Tarkin*, was destroyed by an Alliance strike team at Patriim; its lone offensive operation was to shatter the burned-out planet Aeten II. The Death Star also inspired an overhaul of the fearsome class of massive weapons known as torpedo spheres.

Horuz hadn't been remote enough to hide the existence of the first Death Star; principal construction of the second battle station took place in the Endor system, on the fringes of Imperial territory. To further protect the location, the obscure Silvestri Trace was artificially extended by planting non-mass S-thread boosters in hyperspace and moving realspace debris from many locations along its length. The resulting trade route, dubbed the Sanctuary Pipeline, was immensely expensive but hid the huge influx of starship traffic that would otherwise have been noted in the quiet sectors of the Zuma regions. The second Death Star had a more powerful superlaser that required far less time to recharge and eliminated the thermal exhaust port that had doomed its predecessor. The Alliance scoured the galaxy for information about its location, aware that an outside assault might be impossible. Alliance operatives finally got the information they needed in a raid on the Imperial transport *Suprosa* at Bothawui—but they didn't know that Palpatine had arranged the entire affair as a trap.

A Rebel task force assembled at Sullust and raced down the Sanctuary Pipeline to Endor. There they were caught between Imperial warships and a fully operational Death Star. Thanks to the redemption of Darth Vader and the fancy flying of Lando Carlissian and Wedge Antilles, both Palpatine and the second Death Star were destroyed.

But the battle station's legacy would continue to haunt the infant New Republic. Projectiles from the resurrected Emperor's Galaxy Gun (destroyed at Byss, along with the planet itself) matched the Death Star's destructive power, and the *Eclipse* warships (destroyed at Cyax and Byss) could wreak havoc on planets. Seven years after the second Death Star's destruction, the long-lost Death Star prototype emerged from the Maw, destroying several New Republic warships and Kessel's moon before its annihilation (along with the superweapon known as the Sun Crusher) in a black hole. A year after that, the New Republic destroyed the *Eye of Palpatine*, an asteroid-sized "battlemoon," and discovered that Lemelisk was building a ship-based superlaser, the Darksaber, in the Hoth asteroid belt for Durga the Hutt. The destruction of the Darksaber, it was hoped, finally spelled an end to the era of the Death Star and its descendants.

A CLOSER LOOK: YAVIN AND THE GORDIAN REACH

After the defeat of Exar Kun, the Jedi expunged all record of the Yavin system—but the gas giant and its moons were rediscovered by settlers racing up the Hydian Way and along the new hyperspace routes branching out from it. One such route, the Gordian Reach, stretched during its brief heyday from Feraie Junction on the Hydian to Belderone, then on the Perlemian Rimward of the Cron Drift.

Shifting stars erased the Gordian Reach long ago, though the arc of thousands of systems along the old route is sometimes still called that by spacers. Today the once mighty Reach has been reduced to a minor route that shares its name with an unremarkable sector, home to motley industrial worlds, mining installations, and thinly populated colonies.

The Gordian Reach is bounded to Rimward by the Radama Void. Its most important worlds are located along the Junction–Tierell Loop off the Hydian. Rimward of the Loop Worlds are the rarely visited worlds of Wetyin's Way and the Pinooran Spur, truncated routes connected by the Yavin Bypass. The Korphir Trace bridges the garishly colored clouds of dust and gas known as the Roil. The worlds beyond are collectively known as the Back Reach. They have a rich history of their own, but little connection to the Loop Worlds.

The Gordian Reach sector includes dozens of inhabited worlds not shown on the accompanying map, the majority of them systems of little note, home to small populations. It also includes thousands of systems unfit for life or home to no one at all.

Junction, formally known as Feriae Junction, is a trade world with relatively lax laws. It and Tierell are the two ports that serve most traffic coming and going from the Loop Worlds.

Hynah is a thriving industrial world with an entrepreneurial, cosmopolitan population drawn from numerous species. The Hynese disdain politics and abhor disorder. Jokes about the backward ways of Reach inhabitants are common on Hynah.

Once an industrial world, **Toprawa** played a role in the development of the Death Star superlaser. Toprawan Rebels transmitted plans for the superweapon to Princess Leia's Blockade

A NEW HOPE

A generation after the Clone Wars, the galaxy was once again racked by open conflict, with adherents of Palpatine's New Order confronting Rebel guerrillas on the space lanes and opponents in the Imperial Senate. In the depths of the Outer Rim Territories, the mighty battle station known as the Death Star at last neared completion. When operational, the Death Star would have the power to destroy an entire planet—a terrifying prospect that threatened to extinguish all resistance to Darth Sidious's rule.

At Toprawa, Rebel spies beamed the plans for the Empire's mighty weapon to the *Tantive IV*. Confronted by Darth Vader, the *Tantive IV* fled into hyperspace for Tatooine, where Princess Leia intended to coax the Jedi Obi-Wan Kenobi out of exile. But Vader's Star Destroyer tracked the *Tantive IV* and apprehended the ship above Tatooine. Knowing she would be captured, Leia uploaded the Death Star plans to the memory of the astromech R2-D2, composed a brief message begging Kenobi to take the droid to Bail Organa on Alderaan, and ordered R2 to find the Jedi at all costs. Together with the protocol droid C-3PO, R2 descended to Tatooine in an escape pod as Leia and her crew were taken prisoner.

With stormtroopers on their trail, R2 and 3PO were claimed by a band of Jawas and sold to Owen and Beru Lars and their nephew, Luke Skywalker. After R2 escaped, Luke pursued him and was rescued from Tusken Raiders by Kenobi, who played the message from Leia and told Luke his father had been a Jedi Knight murdered by Vader. While Luke was chasing R2, stormtroopers had tracked the droids to the Lars homestead and murdered Owen and Beru. An embittered Luke agreed to go with Kenobi to Alderaan. In Mos Eisley, Luke and Kenobi hired a Corellian smuggler, Han Solo, to run the blockade of Tatooine and take them to Alderaan.

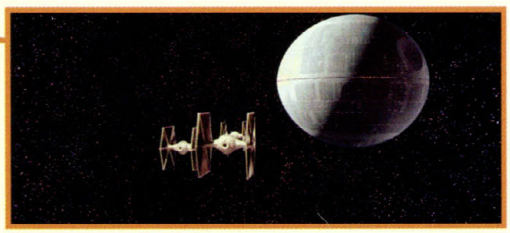
The Death Star, meanwhile, had destroyed the penal colony of Despayre in the Horuz system, where its construction had been completed. With the station operational and the Senate offering a defiant Declaration of Rebellion, Palpatine disbanded the body, giving direct control of systems and sectors to the Moffs and Grand Moffs he'd appointed. Leia had been taken to the Death Star but refused to divulge the location of the main Rebel base. Grand Moff Tarkin, the station's ambitious commander, decided to make a public demonstration of the Empire's new might and incinerated Alderaan.

Solo's ship, the *Millennium Falcon*, arrived at the remains of Alderaan and was captured by the Death Star, though its passengers managed to escape into the station's innards. Luke, Solo, and the Wookiee Chewbacca rescued Leia and escaped in the Falcon, but Kenobi was struck down in a lightsaber duel with Vader, his old pupil.

The *Falcon* raced for the Rebel base on Yavin 4, with the Death Star in slow but inexorable pursuit. Rebel technicians analyzed the Death Star's plans and discovered a weakness in the station's defenses: a small exhaust port leading to the main reactor. The Rebels gathered a swarm of starfighters armed with proton torpedoes; Luke relied on the Force to guide the torpedo that destroyed the Death Star before it could annihilate the Rebel base. Vader was one of very few survivors. The Rebellion had won an enormous victory, proving to the galaxy's oppressed peoples that the Empire had not extinguished all hope for restoring freedom. And Luke Skywalker had emerged from obscurity to claim his legacy.



1. My Mission Has Failed: Princess Leia narrowly avoided being revealed as a traitor to the Empire on Ralltiir, Kattada, and Alderaan, but above Toprawa her luck ran out. Darth Vader's Imperial Star Destroyer, the *Devastator,* logged transmissions between Rebel spies on Toprawa and the *Tantive IV*, and followed the Corellian corvette through hyperspace to Tatooine. The *Tantive IV* was captured and Leia was taken into custody before she could find Obi-Wan Kenobi. Leia did manage to hide the Death Star plans in the droid R2-D2, who escaped the battle alongside C-3PO in an escape pod.



2. A Giant Awakens: The *Devastator* returns with its prize to Horuz, where the Death Star has christened its superlaser by destroying the prison planet Despayre and word from Coruscant is that the Imperial Senate has been dissolved. With the battle station operational and Leia refusing to divulge the location of the Rebel base, Grand Moff Tarkin decides it's time for ruthlessness—and a public demonstration of how the Death Star has changed the balance of power in the galaxy.



3. The Tarkin Doctrine: Leaving its birthplace, the Death Star moves along space lanes cleared of traffic by the Imperial Navy. Seeing Alderaan under the Death Star's mammoth guns, Leia says the Rebels are on Dantooine. But Tarkin decides to fire anyway—Dantooine is too remote for an effective demonstration of the Death Star's power. A single shot from the superlaser, and one of the greatest of the Core Worlds is no more.



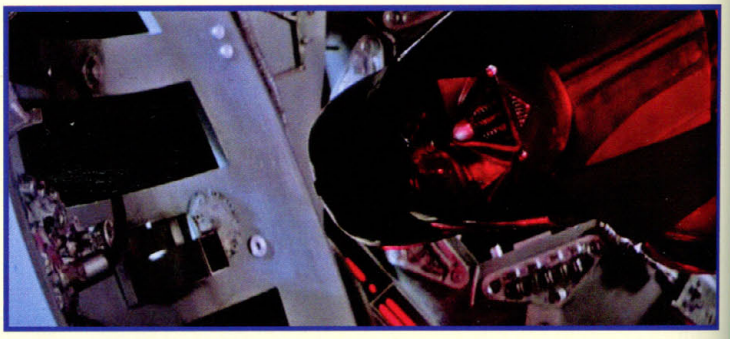
4. Scout Ships' Discovery: Following Alderaan's destruction, reconnaissance ships are dispatched from the task force approaching Ord Biniir to investigate the truth of Leia's confession. They find a deserted base. A furious Tarkin orders Leia's execution.



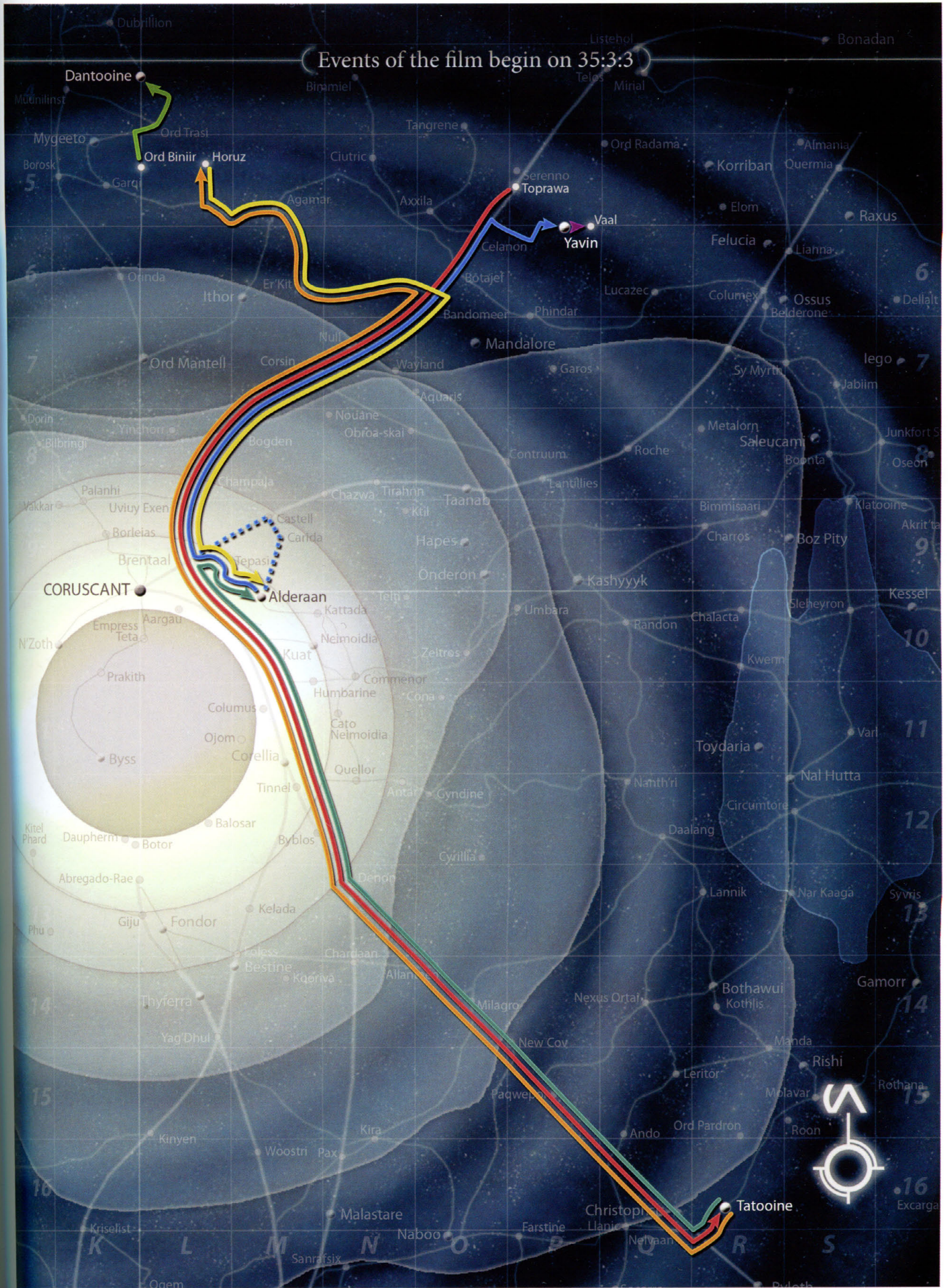
5. An Ill-Fated Charter: The droids—and the Death Star plans—wind up in the hands of Luke Skywalker, a young moisture farmer with no idea that his destiny is in motion. Luke and Obi-Wan Kenobi pay Han Solo and Chewbacca to take them to Alderaan to deliver the plans to the Alliance—but the *Millennium Falcon* arrives at the scene of a holocaust and is captured by the still-lurking Death Star.



6. Showdown in the Outer Rim: After Han and Luke rescue Leia, the Falcon blasts away from the Death Star and carries the plans to the Rebel base on Yavin 4. Knowing that the Death Star is in pursuit, Alliance techs pore over the plans R2 has brought them—and concoct a desperate stratagem. At the Battle of Yavin, Luke destroys the Death Star with a Force-guided proton torpedo.



7. The Dark Lord Escapes: Vader survives the Battle of Yavin, but his TIE fighter is damaged in a collision. The Sith Lord limps to the nearest Imperial outpost on the desolate plains world of Vaal and prepares to return to Coruscant with grim tidings for his Master.


Events of the film begin on 35:3:3
Dantooine
Ord Biniir
Horuz
Ord Trasi
Mygeeto
Toprawa
Serenno
Vaal
Yavin
Celanon
Agamar
Axxila
Ciutric
Tangrene
Ord Radama
Korriban
Felucia
Raxus
Elom
Lianna
Ithor
Er'Kit
Botajef
Lucazec
Columex
Ossus
Belderone
Bandomeer
Phindar
Mandalore
Ord Mantell
Corsin
Wayland
Garos
Sy Myrth
Iego
Jabiim
Aquaris
Nouane
Obroa-skai
Metalorn
Saleucami
Junkfort
Oseon
Contruum
Roche
Boonta
Lantillies
Chazwa
Tirahnn
Taanab
Kiil
Bimmisaari
Klatooine
Castell
Carida
Hapes
Charros
Boz Pity
Brentaal
Tepasi
Onderon
CORUSCANT
Alderaan
Kashyyyk
Kessel
Sleheyron
Kattada
Umbara
Chalacta
Randon
Empress Teta
Aargau
N'Zoth
Neimoidia
Kuat
Zeltros
Kwenn
Prakith
Commenor
Humbarine
Cona
Columus
Cato Neimoidia
Ojom
Corellia
Byss
Quellor
Toydaria
Varl
Nal Hutta
Tinnel
Nanth'ri
Gyndine
Circumtore
Balosar
Daalang
Kitel Phard
Daupherm
Botor
Byblos
Cyrillia
Abregado-Rae
Denon
Lannik
Nar Kaaga
Syvris
Kelada
Giju
Fondor
Phu
Bestine
Kqoriva
Chardaan
Thyferra
Milagro
Nexus Ortai
Bothawui
Kothlis
Gamorr
Yag'Dhul
New Cov
Manda
Rishi
Leritor
Molavar
Rothana
Paqwep
Kira
Ando
Ord Pardron
Roon
Kinyen
Woostri
Pax
Excarga
Malastare
Tatooine
Christophsis
Llanic
Kriselist
Naboo
Farstine
Nelvaan
Sanrafsix
Ogem

Runner shortly before the Battle of Yavin. After the battle station was destroyed, the Empire annihilated Toprawa's cities and left it in desperate poverty.

The busy mining world of **Selitan** is controlled by Hynese conglomerates, which run virtually the entire planet, from its cantinas and sportsplexes to the mines. Selitani miners on R&R are common sights on Junction.

Pinoora is a world of stunted vegetation and hardy insects, some of which reach impressive size. Human colonists domesticated many insect species centuries ago, and have built a successful business exporting everything from their meat and eggs to ceramics made from their chitin. During the Yavin blockade, a Mon Calamari task force attacked the Empire here as part of the Rebel evacuation.



X-wings lift off from Yavin 4's jungles

The habitation modules and laboratories of **Denarrii Station** once served as a base for astrophysicists studying the Denarrii Nebula. The station has been abandoned for centuries, but the desperate sometimes use it as a bolt-hole.

The **Denarrii Nebula** is the remnant of a double-star system that abruptly exploded millennia ago. Scouts have struggled in recent years to find a stable route through the highly ionized gases between Pinoora and Presbalin.

Torque, the Gordian Reach's sector capital, is an industrial world of no particular distinction. Most sector-government business is conducted on Torque High Port, an old space station.

The **Jovan** system is the leading agricultural world of the Gordian Reach, with three fertile agriworlds crisscrossed by roboharvesters and dotted with agricultural research labs. Orbiting Jovan III is **Jovan Station,** a cargo terminal big enough to dock eight bulk freighters at once. The Empire seized Jovan Station as headquarters for its blockade of Yavin, disrupting Jovan's commerce and infuriating Hynese interests.

The **Vallusk Cluster** is a knot of proto-stars on the fringes of the Roil. The cluster lacks habitable planets, and is typically visited by ships dropping out of hyperspace to recalibrate navicomputers for the jump to Arkuda. During the Imperial blockade at Yavin, a Mon Calamari task force battled a quartet of Star Destroyers here.

Arkuda is a rocky world known for its spectacular nighttime skies. The Arkudans, a squat, vaguely ursine species, are known for their jeweled, ornamented gaming cubes.

The mining world of **Gulvitch** is a struggling colony founded a few centuries ago by Povanarians and Bagmims. It's visited only by down-on-their-luck starhoppers seeking cheap cargoes.

Bronsoon was a trading port on the original Gordian Reach founded by human colonists from the Core in ancient times. Bronsoonians have strict rules about gender relations, with laws governing everything from marriage between castes to making eye contact and who can walk where. Inevitably, Bronsoonian drama is all about forbidden love between different castes. A slow, little-used route connects Bronsoon with the Maridun system.

Xochtl is a volatile, rocky world of crags and spires with gravity that's slightly lighter than normal. It's the homeworld of the Bagmims, a tall, hardy humanoid species commonly encountered as hired muscle in the Reach.

Povanaria is a windswept world of low grasses and moss, home to a species of frog-like sentients.

Durgen's Star is a white dwarf surrounded by tumbling hunks of rock and ice, the remnants of an ancient supernova. Generations of mining operations have hunted for something worth extracting from the debris field, lured by spacer tales of prospectors stumbling upon strange technology of unimaginable age and unknown purpose.

Trinovat is a sunny, verdant world of small farms and mines, home to the three-eyed Trinovates.

Near Indosa is a nearly played-out mining world that's been worked for millennia, leaving its upper crust riddled with ancient tunnels. Most miners have packed up and headed for **Far Indosa,** a system of two promising worlds first opened for operations in the final years of the Republic.

Presbalin is the Loop Worlds' commercial hub. Its human settlers found it dotted with abandoned alien cities perfectly suitable for habitation. The planet's alien architecture strikes some visitors as beautiful and others as eerie and frightening.

Krylon is the dominant world of the Pinooran Spur, but that's not saying a lot. It's an industrial world dominated by Hynese companies and choking in pollution.

The desert world of **Ladarra** is a failed chromium mine, populated by a scattering of poor settlers, hermits, and fugitives.

Marrovia is an agriworld known for its hardy, fatty swine, which are fed in giant farms before being processed in the planet's many rendering stations. The stench of Marrovia beggars belief.

Kli'aar is a quiet world inhabited by a gentle, four-armed species known as expert mechanics. Kli'aari enclaves can be found in most inhabited worlds of the Reach. During the blockade of Yavin, the Mon Calamari attacked Imperial forces here.

Betshish is a swampy planet inhabited by pre-industrial sentients. It was interdicted by the Empire, but escaped exploitation.

Mogoshyn is a run-down industrial world.

Mannova is an industrial dumping ground, home to a sardonic, gray-furred species seemingly unruffled by the ecological disaster their homeworld has become. Mannova's mountains of junk are constantly picked over by speculators, scavengers, and those looking for impossible-to-find parts. The fighting after the Battle of Yavin made fortunes on Mannova as scavengers hauled wrecked starship parts and equipment here in bulk.

Kushibah is home to the Kushibans, a sentient, rabbit-like species often mistaken for pets or vermin. Their green world has little technology, reflecting the Kushibans' lack of interest in the rest of the galaxy. Kushibah maintains a pool of credits collected by offworld Kushibans for the species' common use.

Named for the Rebel scout who blazed a hyperroute to it from Ladarra, the **Feswe Corridor** is an uninhabited star system made up of tumbling asteroids. Scouts blazed routes from the Corridor to Junction (via Feswe Minor), to the Junction–Tierell Loop (at Tertiary Feswe), and to Hynah (via Feswe Prime). The

Tagges discovered the Junction route while maintaining their part of the Imperial blockade, and set a trap for the Alliance in the asteroid belt. That trap turned into a Tagge defeat in the Battle of the Corridor. The *Executor* was later damaged in the Corridor, falling back to Toprawa for repairs.

Feswe Minor is a lifeless system on the route between the Corridor and Junction, a stopping point for Rebel ships running the blockade. The Empire cut off this route during the Rebels' attempt to evacuate Yavin.

Like the other Feswe systems, the **Tertiary Feswe** is notable only for being located on the emergency routes blazed by Rebel scouts ahead of Yavin's evacuation. Rebel forces originally intended to jump from here to the Corridor before making their getaway to Junction and the Hydian Way. But the Empire cut off that route, forcing the Alliance to try to escape past Feswe Prime.

Feswe Prime is a barren system whose unstable red giant is given to periodic flares and stellar eruptions. In the effort to evacuate Yavin 4, Alliance scouts found a stable route from Feswe Prime to Hynah. The route was rejected as too dangerous, but Luke Skywalker used the Force to lead the fleet past Feswe Prime, and Admiral Griff's foolhardy attack prevented the *Executor* from cutting off the Rebels' escape.

For a profile of **Yavin,** see page 112. While Yavin was a Rebel base, Alliance scouts blazed short hyperspace routes allowing access from Yavin to Torque and Ladarra. These routes, little-used in later years, proved crucial paths through the Imperial blockade.

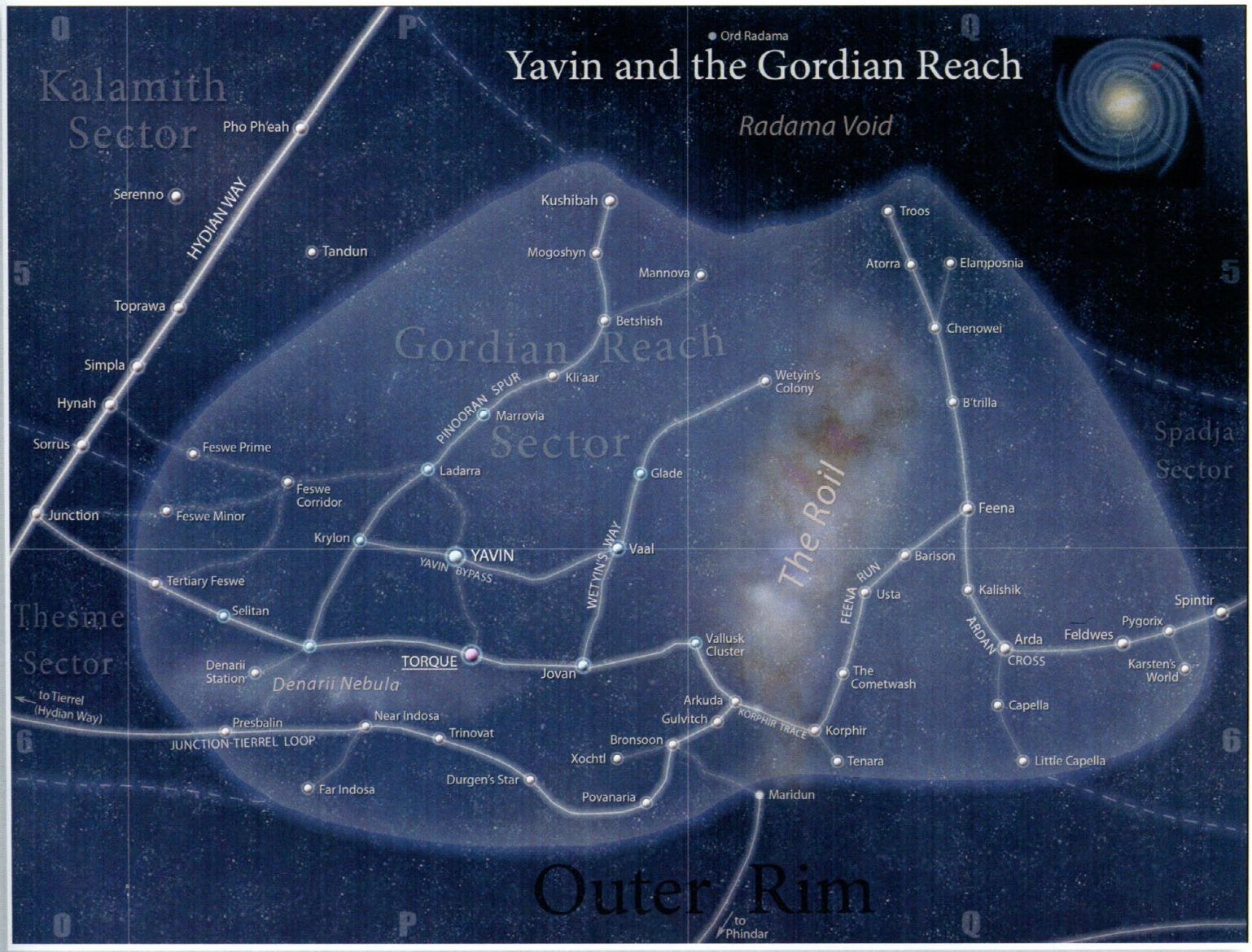
Vaal is an uninhabited plains world. The Empire maintained a lonely outpost here in the years before the Battle of Yavin, the legacy of a Moff who hoped to make Vaal into a destination for big-game hunters.

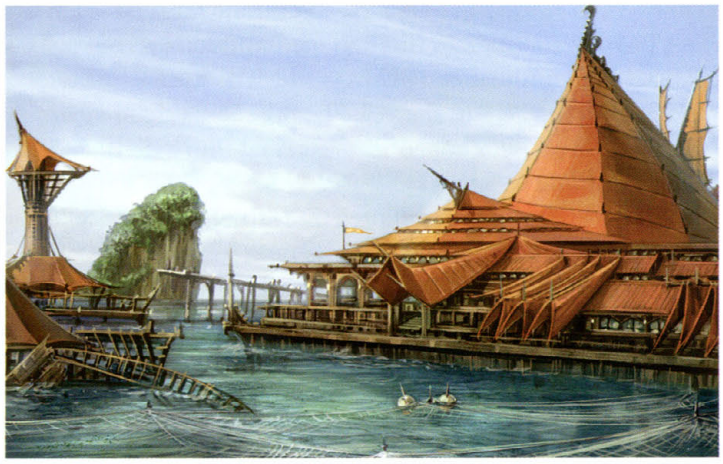
Glade is a gloomy, polluted industrial world plagued by acidic rains that rust and pit machinery in weeks.

Wetyin's Colony is an agriworld founded nearly a decade before the Battle of Yavin by colonists from Setor. The colonists were sent to the dry plains world with bulk freighters full of grain seed and nerf embryos and title to all uninhabited Reach worlds that held agricultural promise, but then virtually abandoned by the Imperial ministries' shifting budgets.

The Roil is a vast cloud of multicolored dust and gas, a stellar nursery in which clumps of young stars burn blue and white. Navigation through the Roil is all but impossible; only the Korphir Trace connects the Loop Worlds with the Back Reach.

Korphir is an old world, settled by Bronsoonian refugees before the blazing of the Hydian Way. For centuries it was known as a pirates' den, home to privateers who preyed on Loop shipping before slipping back home via secret routes through the Roil. The Republic put an end to Korphiri depredations, but the planet remains a popular port awash





A Barison fishing village drifting on the equatorial current

in goods from the Loop Worlds and the Back Reach alike, home to daring pilots and canny free traders.

Centuries ago **Tenara** was a fabled treasure world, a bolt-hole for Korphiri pirates who stashed their ill-gotten gains in hidden vaults. Those days are long gone, leaving Tenara a farming world that tries to make extra credits offering tours of dusty old hideaways to sightseers.

Located on the edge of the Roil, **the Cometwash** is the local name for a blue giant surrounded by swarms of brilliant comets. The system's vistas became famous among starhoppers coming out of hyperspace to recheck jump calculations complicated by the Roil; starliners filled with skygazing tourists often linger here.

Usta is a mining world overseen by an Ardan–T'sarki joint venture. Energy mining has left it pitted and poisoned.

The water world of **Barison** supplies fish, seafood, and kelp to the worlds of the Back Reach. Its farmers live in floating towns on giant wooden platforms connected together to form lagoons. Many Barisoni have renounced technology for religious reasons; some have abandoned farming to make their living as pirates.

Feena is the major trading world of the Back Reach, a commercial hub that draws traders from up and down the Ardan Cross and Feena Run.

The homeworld of the seal-like T'sarki, **Kalishik** is a forested planet with a modest industrial base. The T'sarki are friendly, but easily offended by what they see as other species' routine dishonesty and double dealing.

The **Arda** system boasts three industrial worlds, and the Ardans are known throughout the Reach as shipwrights and engineers. The insular Ardans tried to remain neutral in the Galactic Civil War.

Capella is a mining world mostly worked by droids and robominers of Ardan manufacture.

Little Capella is a mining world discovered by scouts shortly before the Battle of Yavin and worked by crews redirected from Feldwes.

Feldwes is the Back Reach's industrial powerhouse. T'sarki, B'trillans, and humans from across the Reach covet work permits in the planet's factories.

Pygorix is a religious retreat known for centuries of study of species' religious beliefs and experiences. A station in Pygorix orbit serves as a customs port; fees collected there have made the world rich.

Karsten's World is a system closed to all except the high abbots of Pygorix.

Spintir, in the Spadja sector, is a wealthy trade world.

The foggy world of **B'trilla** is heavily populated, and B'trillans are commonly encountered as workers on planets in the Reach and in Kalamith, Spadja, and Thesme sectors. B'trillans are squeaky-voiced and vaguely feline, and valued more for their cleverness than their work ethic.

The rustic, simple world of **Chenowei** is dominated by human worshippers of the Church of the Light, who reject technology as breaking down family and social bonds. The Church of the Light is divided over whether or not members of other species should be allowed to receive its blessings.

Elamposnia is a monastery world reserved for the elect of the Church of the Light, who take vows of chastity and poverty. Recipients of the Light who fall into darkness are sometimes sent to Elamposnia by their communities for penance.

Atorra is a sparsely populated B'trillan agricultural colony ruined by decades of drought. Rumors persist of crashed alien ships in its badlands, wreckage left over from some ancient battle.

On the edge of the Radama Void sits **Troos,** a wild, forested world that's home to a dizzying variety of arthropods.

SHADOWPORTS OF THE GALAXY

For smugglers—or any spacer with a distaste for customs officials and their datapads full of forms—a dingy landing field can be a happier sight than a gleaming Imperial-class spaceport.

Spaceports where the law is easily bought off or nonexistent are typically called shadowports, and come in varieties nearly as infinite as sentient criminality. There are ports so busy that the law can't keep up (Byblos, Tirahnn); respectable spaceports gone seedy (Abregado-rae, Ord Mantell); ports that long ago forgot the idea of laws (Attahox, Nar Shaddaa); and mobile shadowports that stay one step ahead of the authorities (the *Errant Venture*, Omze's Incredible Traveling Starport).

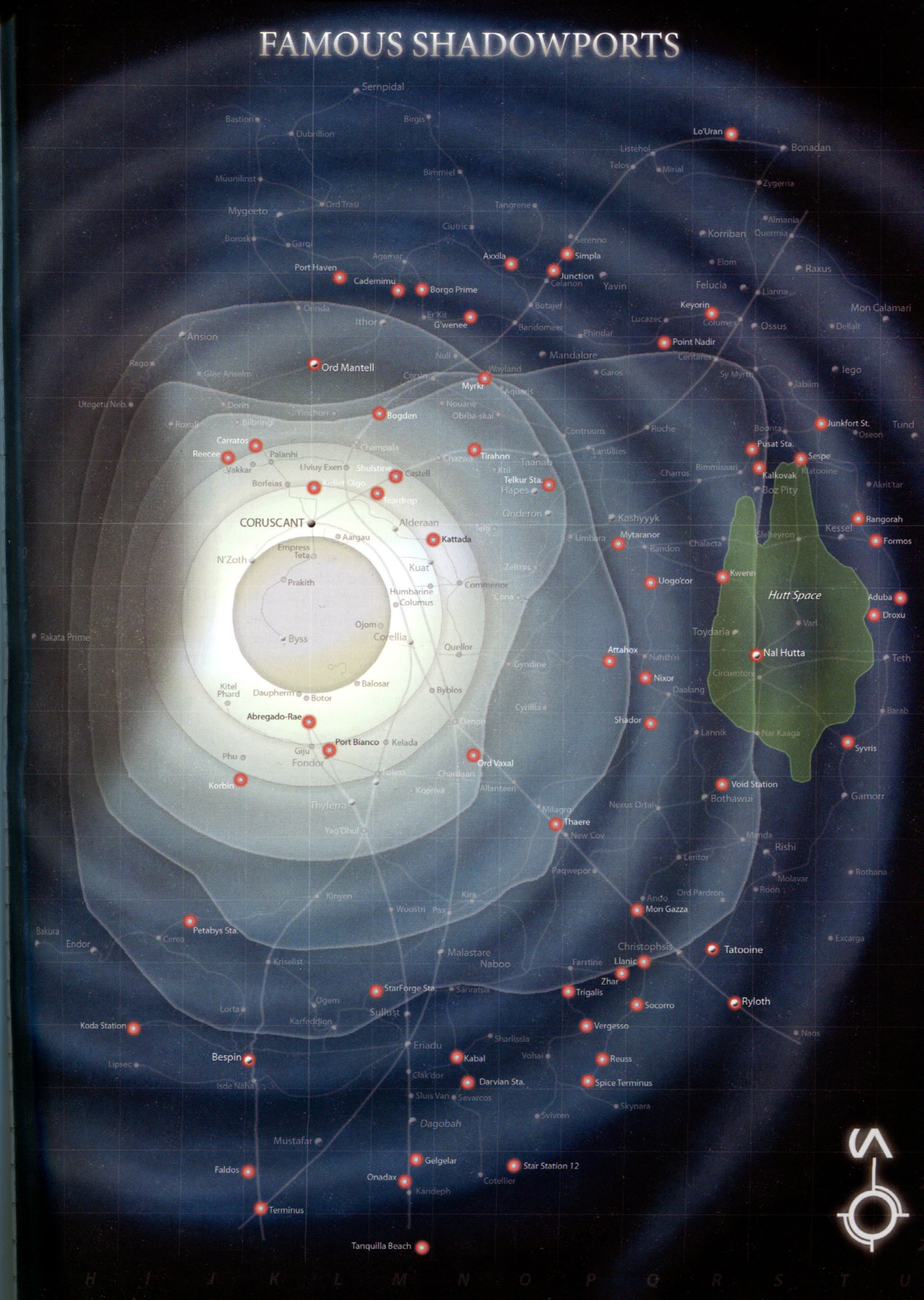
Here are some infamous shadowports:

The small gray world of **Bogden** is surrounded by tiny moons, a collection of worldlets that's constantly rattled by the crisscrossing gravity of various celestial bodies. Bogden offers numerous places for a spacer to land and conduct whatever kind of business needs doing. But spacer beware: Ship-jackers, bounty hunters, and thieves are everywhere, unencumbered by the presence of law enforcement officials.

A ramshackle port on a swampy planet, **Gelgelar Free Port** is run by a Sullustan clan suspicious of outsiders. Independent operators have ringed the Free Port with docking platforms—some of which can't bear the weight of large craft, and wind up sinking into the muck. Other than slaves, no cargo merits a second look from the Free Port's laissez-faire spacers. Starhoppers sometimes find themselves rubbing elbows with pilgrims visiting the mysterious stone Shrine of Kooroo.

The Colonies shadowport of **Kattada** is straight out of the holovids—a lovely world of warm seas, lush forests, and white beaches. Its capital city and largest spaceport, Haleoda, is famous for its graceful architecture, fine food and wine, and daring pilots who never let it be said they shrank from a challenge.

FAMOUS SHADOWPORTS



H I J K L M N O P Q R S T U

Smugglers who decide it's time to go dirtside but can't bear getting out of the Game sometimes wind up on **Keyorin,** a common destination for retired or semi-retired smugglers seeking second careers as entrepreneurs or bankrollers of those who still fly. The most respected such retiree is typically given informal rule over Keyorin, and known as the Boss. Alas, retirement rarely means escaping from one's past indiscretions—due to its many available bounties, Keyorin is sometimes called the Hunter's World.

The seedy Rim world of **Llanic** is perfectly situated for transfers of spice and other illicit cargoes coming to and from Ryloth, Kessel, Hutt Space, Mon Gazza, Socorro, and Spice Terminus. Many a young smuggler got his, her, or its start picking up short hauls in Llanic's legendarily scruffy cantinas. Frequent Imperial patrols and raids only add to the planet's intrigue.



A sleazy part of Nar Shaddaa

Terminus might be a thriving city-world were it not located so close to the galaxy's edge. Still, its location at the intersection of the Hydian Way and the Corellian Trade Spine makes it heavily trafficked. Strange ships from Wild Space and the Unknown Regions come to call here.

The largest of the Lybeya system's tumbling asteroids, **Vergesso Prime** is a meeting point for smugglers, privateers, Rebels, and operatives doing sleazy business for the Tenloss Syndicate, which controls the asteroid through its front corporation Ororo Transportation. Vergesso Prime is divided into three main layers: a port ("The Facility"), a warren of shops, services, bars, and temporary quarters ("The Life"), and a fortified operations bunker ("The Center").

THE ERA OF REBELLION

Freedom fighters, they call themselves. But let them be called by their true name—Separatists. For that is the discredited creed they profess, and the bloody cause they champion. Separatists and splittists. Rejectionists and rebels. Sowers of dissent and disorder. All must resist their lures and counter their lies.
—Emperor Palpatine, New Year Fete Week 36: F1: 1

To veterans of the Clone Wars such as Grand Moff Tarkin and Darth Vader, the Rebels were just the latest generation of Separatists, and would be defeated the same way: Find and destroy their bases, hold those planets, and punish worlds with Rebel sympathies. As former Republic and Imperial officers, many in the Alliance's top ranks also saw the struggle in terms of territory. Their battle plans typically began with moving from Mon Calamari (one of the Rebels' primary industrial worlds) to the restless Tion Cluster, and from there down the Perlemian.

To Mon Mothma, that sounded like the Clone Wars all over again—a plan that would end with a repeat of the Outer Rim Sieges. In Mothma's mind, the Alliance fleet in many ways was the Rebellion—strong, impossible to find, and able to appear anywhere. It was safer for High Command to stay with the fleet while maintaining bases on unpopulated worlds, working with secret cells on populated ones, and cultivating secret support from worlds sympathetic to the struggle to restore the Republic. Until the chance for a decisive battle presented itself, the Alliance would oppose the Emperor in the Senate, use raids on military targets to keep the Empire off balance and attract new recruits, and shrink from military confrontations unless it was sure it could win. Mothma even went so far as to counsel Rebel worlds to remain outwardly loyal to the Empire—or neutral, in the case of Mon Calamari.

That strategy seemed to be working—until the Empire disbanded the Senate and destroyed Alderaan as an object lesson for what awaited systems that opposed the Emperor. After the battle station's destruction, the Emperor ordered attacks on Rebel outposts and on anyone who might be aiding the Alliance. Dissent was no longer to be tolerated, as the people of Dentaal found out when their rebellious world was depopulated by a deliberate release of the dreaded Candorian plague.

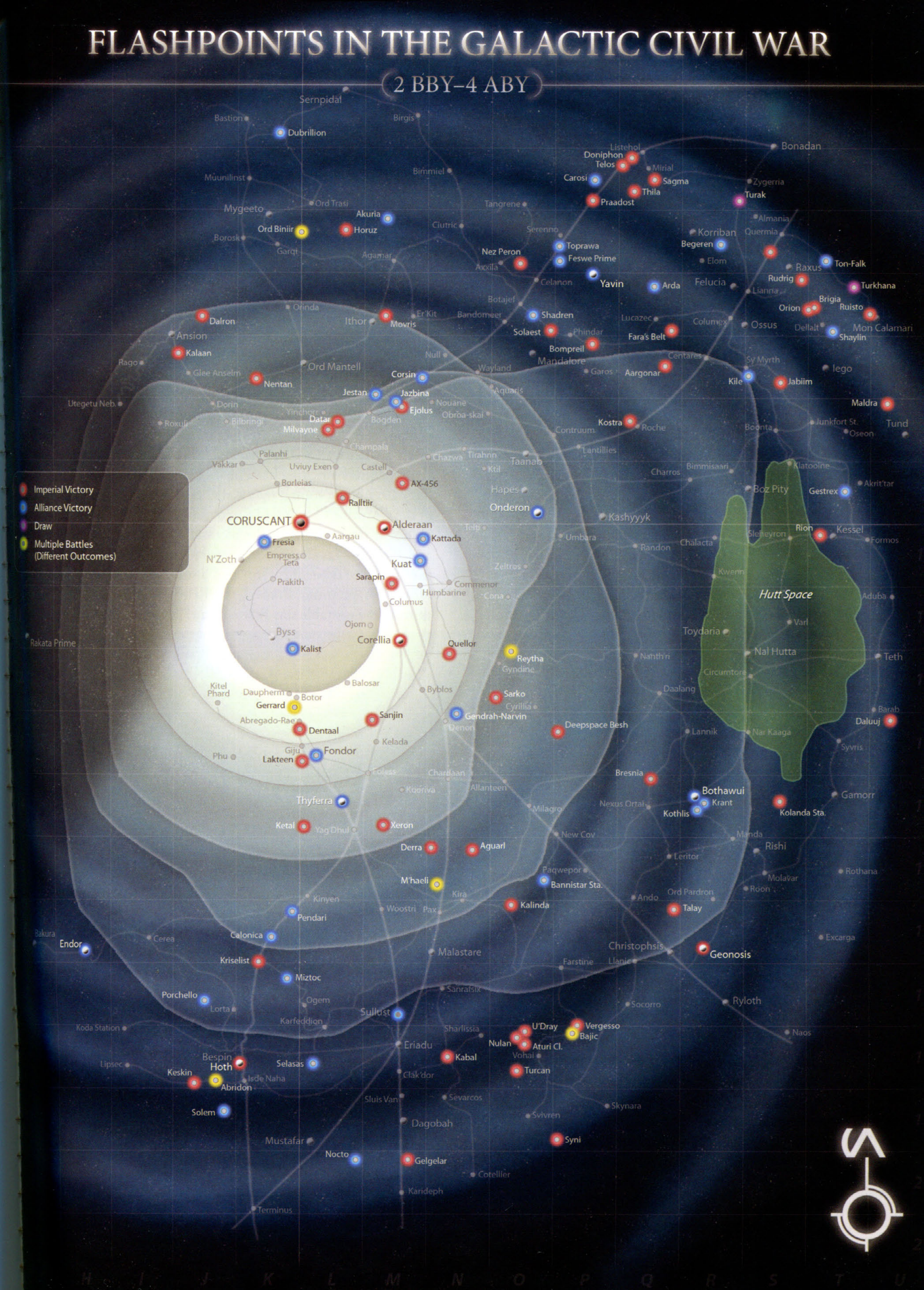
Palpatine's military commanders had worries of their own, however. Tarkin's death blew a hole in a military hierarchy already riven by divisions over the Death Star project. Elements of the navy and army had long warned that the Rebel fleet was larger and more dangerous than anyone realized. Secure aboard their battle station, Tarkin and his followers had scoffed at such alarmist talk—only now Tarkin was dead and his battle station was slowly becoming a debris ring around a gas giant in the Rim worlds.

Not everyone in the navy was sorry to see the Death Star destroyed—now, they thought, the navy would resume its rightful role as the backbone of Imperial power. And indeed, the first of the new class of warships was taking shape at Fondor—a Super Star Destroyer that would bring overwhelming firepower to any military confrontation and cow rebellious systems as the Death Star had.

The product of the oft-delayed Project Sarlacc, the *Executor* had first taken shape at Scarl, a top-secret shipyard around a red-dwarf system on the restricted Gandeal-Fondor hyperlane. Though just parsecs from Fondor, Scarl's anonymity hid it quite effectively, as did the fact that Scarl's construction crews were made up entirely of droids. After the loss of the Death Star, the *Executor* became a top priority; it was hastily towed to Fondor, where living construction crews redoubled their efforts. But until the mighty Super Star Destroyer was complete, the navy faced a dilemma. The starfleet was spread thin searching in vain for Mothma's forces. Warships would have to be dispatched to Yavin—but how many? Commit too many ships and the Rebel fleet could embarrass the navy by striking elsewhere in the galaxy. Commit too few and Mothma might arrive in strength, breaking the siege and winning a second Battle of Yavin.

FLASHPOINTS IN THE GALACTIC CIVIL WAR

2 BBY–4 ABY


Imperial Victory
Alliance Victory
Draw
Multiple Battles (Different Outcomes)
Hutt Space
CORUSCANT
Alderaan
Fresia
Kattada
Kuat
Sarapin
Empress Teta
N'Zoth
Prakith
Columus
Commenor
Humbarine
Byss
Kalist
Corellia
Quellor
Ojom
Balosar
Byblos
Daupherm
Botor
Gerrard
Kitel Phard
Abregado-Rae
Sanjin
Dentaal
Kelada
Giju
Fondor
Lakteen
Gendrah-Narvin
Sarko
Cyrillia
Reytha
Gyndine
Deepspace Besh
Onderon
Ralltiir
AX-456
Borleias
Hapes
Kashyyyk
Umbara
Randon
Chalacta
Rion
Kessel
Formos
Gestrex
Boz Pity
Akrit'tar
Klatooine
Bimmisaari
Charros
Taanab
Tirahnn
Chazwa
Ktil
Castell
Uviuy Exen
Vakkar
Palanhi
Champala
Lantillies
Contruum
Kostra
Roche
Junkfort St.
Oseon
Boonta
Tund
Maldra
Jabiim
Kile
Iego
Sy Myrth
Centares
Aargonar
Garos
Mandalore
Wayland
Null
Bompreil
Fara's Belt
Solaest
Phindar
Shadren
Bandomeer
Er'Kit
Ithor
Movris
Dalron
Ansion
Kalaan
Rago
Glee Anselm
Ord Mantell
Nentan
Corsin
Jestan
Jazbina
Ejolus
Nouane
Obroa-skai
Aquaris
Datar
Milvayne
Bogden
Yinchorr
Dorin
Utegetu Neb.
Roxuli
Bilbringi
Orinda
Lucazec
Columex
Ossus
Dellalt
Shaylin
Mon Calamari
Ruisto
Brigia
Orion
Turkhana
Rudrig
Lianna
Felucia
Arda
Yavin
Celanon
Axxila
Nez Peron
Toprawa
Feswe Prime
Elom
Raxus
Ton-Falk
Korriban
Begeren
Quermia
Almania
Zygerria
Turak
Praadost
Thila
Sagma
Mirial
Carosi
Telos
Doniphon
Listehol
Bonadan
Tangrene
Serenno
Ciutric
Akuria
Horuz
Ord Biniir
Borosk
Garqt
Agamar
Mygeeto
Ord Trasi
Bimmiel
Birgis
Bastion
Dubrillion
Sernpidal
Müunilinst
Rakata Prime
Toydaria
Varl
Nal Hutta
Nahth'ri
Teth
Circumtore
Daalang
Kwenn
Zeltros
Aduba
Barab
Daluuj
Lannik
Nar Kaaga
Syvris
Bothawui
Krant
Kothlis
Kolanda Sta.
Gamorr
Bresnia
Nexus Ortai
Milagro
Rothana
Molavar
Roon
Ando
Ord Pardron
Talay
Rishi
Leritor
Manda
New Cov
Paqwepor
Bannistar Sta.
Kalinda
Kira
M'haeli
Derra
Aguarl
Ketal
Yag'Dhul
Xeron
Thyferra
Allanteen
Kooriva
Chardaan
Foless
Phu
Lakteen
Fondor
Giju
Kelada
Deneon
Sanjin
Gendrah-Narvin
Sarko
Cyrillia
Byblos
Daalang
Gerrard
Botor
Daupherm
Kitel Phard
Abregado-Rae
Dentaal
Balosar
Ojom
Byss
Kalist
Corellia
Quellor



The X-wings of Rogue Leader Wedge Antilles and the pilots of Rogue Squadron

The navy's dilemma was solved by Vader's determination to lead the attack on Yavin himself from the *Executor's* bridge. A task force was cobbled together from ships supplied by the Tagges, units loyal to Vader, and forces taken from Nox Vellam, the disgraced governor-general of the Bright Jewel Oversector that contained Yavin. Infighting among the three factions and the difficulty of covering every exit from Yavin with so few ships made the blockade rather porous for small craft, but that didn't faze Vader—the blockade's chief function was to mark time for the *Executor*.

Alliance High Command, for its part, played a dangerous game at Yavin. Mothma was confident that Leia Organa, General Dodonna, the starfighter brigade, and the base's personnel would be able to escape a major assault even if the remaining heavy equipment and supplies on Yavin 4 couldn't be saved. In the meantime, the Alliance's continuing occupation of the base was a demonstration of defiance useful in recruiting. And Mothma, well aware of the navy's worries, did her best to distract the Empire, committing the Alliance to significant operations on planets such as Reytha.



Princess Leia Organa and Luke Skywalker plot their escape from the Death Star

Luke Skywalker only wanted to continue to serve the Alliance as a pilot while honing his skills with the Force, and sometimes got his wish: He flew numerous combat missions with Red Squadron, and scouted potential bases on Drexel, on Jarnollen, and in the Sil'Lume asteroid belt before a fortuitous crash landing on Hoth. But the Battle of Yavin's hero also had immense propaganda value. High Command sent Luke, sometimes in the company of Princess Leia, to meet with anti-Imperial groups, Rebel sympathizers, and wavering neutrals it wanted brought into the Alliance fold. Such missions took Luke to systems including Vorzyd, Arda, Jabiim, Circarpous, Jazbina, Akuria, and Shelkonwa. (Princess Leia was also often on the move, with missions to Kabal, Aguarl, M'Haeli, and Daalang, as well as an unsuccessful scouting expedition to Ryloth.)

Executor was formally christened with the destruction of a Rebel outpost at Laakteen Depot and the annihilation of a Rebel task force sent to destroy it at Skorrupon. With the endgame at Yavin nigh, the Rebellion scrambled to evacuate the jungle moon for Hoth. Vrad Dodonna and the *Millennium Falcon* managed to damage the Super Star Destroyer in the Feswe Corridor. Robbed of his chance to lead the attack on Yavin, Vader ordered Admiral Griff to press the attack. (The Tagges had been removed from duty after being routed by a Rebel task force at the earlier Battle of the Corridor.) The Yavin evacuation began with Mon Calamari strikes at three points of the blockade—Vallusk Cluster, Kli'aar, and Pinoora—as the Rebels prepared to make their getaway via the Tertiary Feswe. But Griff had anticipated the move, and cut off the escape route. Pressed, the Rebels tried a risky maneuver, skirting the unstable star Feswe Prime. Tipped off by Luke's use of the Force, Vader moved to intercept the Rebels in the *Executor*—but Griff rushed to engage the Rebels before his rival could. Three of his Star Destroyers came out of hyperspace just in time to smash into the *Executor*'s shields, allowing the Rebels to escape to hyperspace.

The Yavin task force rendezvoused with Mothma's fleet, but plans to relocate to Hoth were put off until supplies could be replenished, and new bases were still sought. (Thila was one of the most significant such outposts.) Mothma decided to keep the government-in-exile with the fleet instead of joining the primary base at Hoth, rejecting her tradition-minded commanders' arguments that such a strategy increased the Rebels' cost of operations significantly. That strategy limited the damage suffered at Hoth, but it nearly proved ruinous when the Empire used Jorin Sol, a mathematician who'd been reprogrammed as an Imperial agent, to betray the fleet's location at the coordinates Tingel Deepspace Besh.

Following the disaster at Deepspace Besh, the Alliance stepped up raids and military action in an effort to keep the Imperial Navy off balance, launching raids in the Plooriods and significant strikes at systems including Carosi, Gerrard, Kile, Onderon, Krant, and Milvayne. (This last operation so angered Alliance co-founder Garm Bel Iblis that he departed to form his own splinter group.) The Empire, meanwhile, continued its relentless hunt for Rebel outposts and sympathizers, with systems such as Ruisto, Sarko, Ejolus, Maldra, Quellor, and Talay suffering the Emperor's wrath.

THE SPICE TRADE

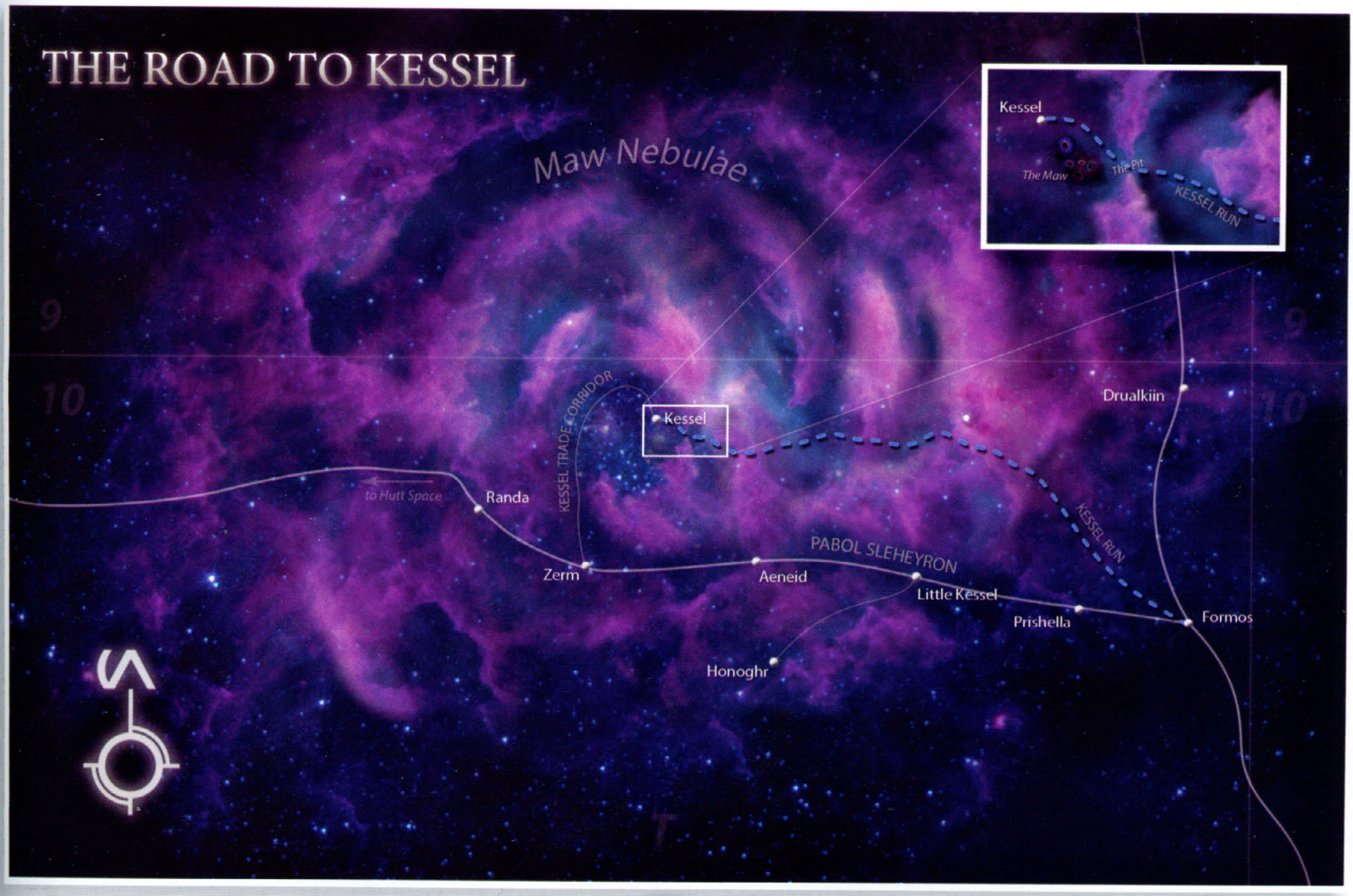
Even before the formation of the Republic, various forms of spice were valuable commodities in interstellar trade. Galactic civilization has valued spice for both its therapeutic qualities and its recreational applications. The spice trade has triggered wars, served as a foundation for trading empires legitimate and criminal, and inspired a never-ending debate about its proper uses and how to regulate and tax it.

Pre-Republic civilizations first used spice for food preservation, making it an essential commodity for the generation ships that took hundreds of years to cross the gulf between the stars and found new colonies. The people of the Koros system (later renamed in honor of Empress Teta) are generally given credit for discovering spice's first great therapeutic use. The Korosians realized that space travelers could be frozen in carbonite, eliminating the need to send colony ships out with vast quantities of food or methods for producing it. But emerging from carbon freeze was traumatic. Spacers were often left blind, nauseous, and with their nerves firing uncontrollably after just a few months in suspended animation; those thawed out after years risked mental instability, brain damage, or death. Administering doses of spice before and immediately after carbon freeze minimized such symptoms; the Koros system's extensive deposits of carbonite and andris spice made it a power before the spread of hyperdrive technology.

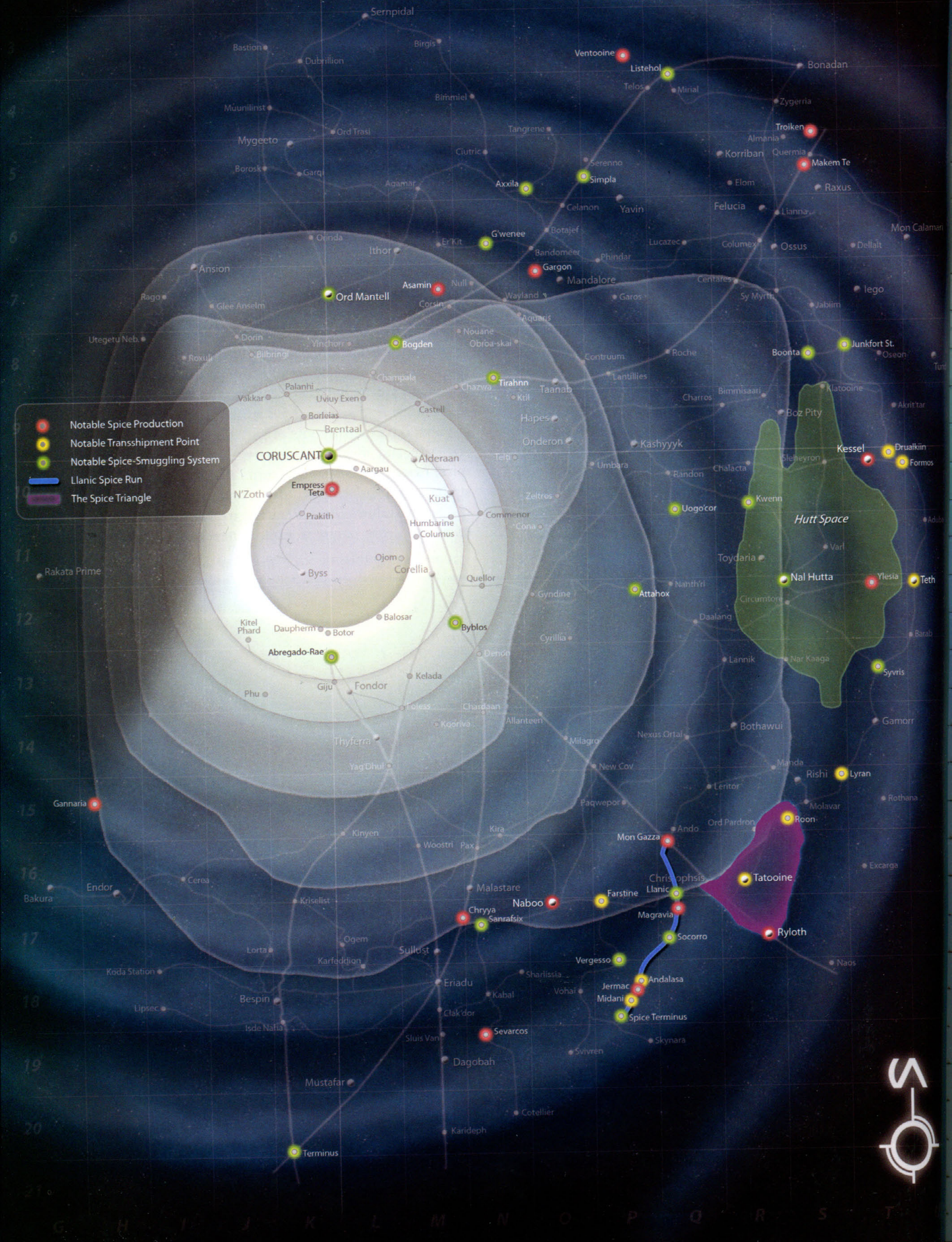
Today this use of spice is all but forgotten, but spice is not. Varieties of spice—of which there are dozens—are used as preservatives, as powerful flavorings in food and wine, as therapeutic tools in medicine and psychology, and as narcotics. (This latter use is so common that spice has become a slang term for any form of narcotic.)

The most common variety of spice is andris, or white spice, a stimulant found on hundreds of thousands of worlds but mined in perhaps its greatest purity on Sevarcos. That world is also the best-known source of black spice, or carsunum. The Twi'lek homeworld of Ryloth is famous for its high-quality ryll, a mineral spice with medical and hallucinogenic properties. A few thousand years before the fall of the Republic, a new, potent form of spice appeared—glitterstim mined from the crust of the desolate world Kessel. Like ryll, glitterstim has medicinal properties, but it's most famous as a hallucinogen, and endlessly studied for its apparent ability to grant its users a short-lived, limited form of telepathy. (Some scientists contend that glitterstim only boosts existing telepathic abilities, and users without such abilities actually experience a greatly increased sensitivity to nonverbal cues.) Other well-known forms of spice are armudu, avabush, Crash n' Burn, glitteryll (an expensive mix of glitterstim and ryll that's intensely addictive and illegal on most worlds), gy'lan, kasotti, lumnispice, pyrepenol, Sansanna, "sniff" (the street name for Gannarian narco-spice), Tempest, tirefin, and yarrock.

Spice's value led the Republic to regulate its extraction and trade and drove scouts to explore new regions of the galaxy in



THE SPICE TRADE





A standard Imperial spice sweep nets Han Solo and Chewbacca.

search of it. But the expense and scale of spice mining has never made it a good fit for individual entrepreneurs, whose best hope has always been to sell spice claims to larger organizations. Mining companies, pharmaceutical megacorps, and planetary and sector governments have traditionally underwritten legal spice extraction and refining; extra-legal spice operations are often the province of Hutt kajidics, Twi'lek criminal gangs, and slaver syndicates. But rules are rarely hard and fast: Megacorps and governments have illegally funded spice mines (the Trade Federation was notorious for this during the Republic's final days), and many Hutts and other crime lords possess spice-merchant licenses.

While some planets and systems have outlawed spice, fearful of the social damage caused by "glit-biters," galactic governments have generally opted for regulation of everything from spice's production levels to its purity and uses, and taxation—often substantial—of the spice trade. Such regulation and taxation make the legal spice trade expensive and time consuming, and have created an enormous end-to-end black market: Spice is mined and refined in clandestine operations or diverted from legal ones, is transported past customs officials by smugglers, and then either reenters legitimate channels under false pretenses or is distributed to end users through a network of dealers.

Acting under the aegis of fighting crime and addiction, the Empire clamped down on the spice trade, nationalizing numerous mining operations and keeping a close eye on others. But the Empire's intent wasn't to outlaw the spice trade—it was to control it. Spice production actually increased during the Imperial era. Kessel and Sevarcos became prison worlds, dumping grounds for common criminals and political prisoners. The Empire allowed the Galactic Spice Mining Guild, an ancient organization that had shrunk to little more than a corporation by Imperial times, to keep its title to Mon Gazza, but reserved a substantial portion of its production for military purposes. This was a charade: Front companies sold most of the spice so allotted. Meanwhile, the Empire became a major player in the black market for spice: Spice lords who wanted to stay in business were expected to sacrifice a certain number of shipments to Imperial patrols. (The corruption went both ways: Plenty of backwater-sector Moffs grew rich by letting their fleet commanders know which traffic shouldn't be interdicted.)

The New Republic and its successor, the Galactic Alliance, tried to ameliorate the worst abuses of the spice trade. Crime lords were put out of business, and the penal colonies on Sevarcos and Kessel were dismantled. (Lando Calrissian wound up acquiring Kessel and trying to operate it primarily with mining droids.) But petty corruption proved difficult to stamp out, and the spice trade continued to flourish.

Spice is often thought of as a Rim commodity, but in fact spice worlds are distributed fairly evenly throughout the galaxy. What is true is that the most productive spice worlds are found far from the Core, for two reasons: Spice worlds closer to the Core have had longer to be mined out, and Coruscant's hand rests far more lightly far from the central worlds.

The most famous spice route is one of the shortest: Properly speaking, the Kessel Run is a narrow corridor dangerously close to the Maw black-hole cluster. Beyond the Run lies the Pit, an area of space made perilous by tumbling asteroids, and the intersection at Formos with the *Pabol Sleheyron*, which leads Coreward to Hutt Space and Rimward to the Triellus Trade Route. Law-abiding starhoppers (and less daring smugglers) with business on Kessel generally exit the Pabol at Zerm, traveling along the Kessel Trade Corridor, which is heavily patrolled but safer for navigation. (This entire nexus of routes is often called the Kessel Run, though doing so will make smugglers scoff.)

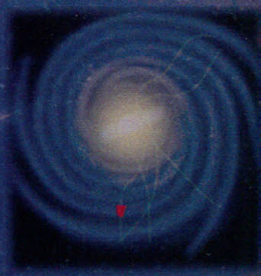
The Triellus is thick with spice traffic: Roon is the jumping-off point to the Death Wind Corridor leading to Ryloth on the Corellian Run, which intersects the Triellus near Tatooine before continuing Coreward to Mon Gazza. Mon Gazza sits at the head of the Llanic Spice Run, a heavily traveled route that connects a number of worlds familiar to spice smugglers—Llanic, Magravia, Socorro, Andalasa, Jermac, and Midani—before ending at the Parmic sector's well-named Spice Terminus. (Much spice is then moved up the Five Veils Route to Vergesso.) The Triellus, Death Wind Corridor, and Corellian Run are sometimes called the Spice Triangle.

A CLOSER LOOK: HOTH AND THE GREATER JAVIN

The Corellian Trade Spine has been heavily traveled Rimward of Yag'Dhul for only a few centuries; a thousand years ago the planet Javin marked the dividing line between the Republic and Wild Space. Even then, brave traders pushed beyond Javin into Mugaari space and worlds controlled by the Lutrillian and Nothoiin civilizations. But they could only reach Lutrillia and Nothoiin by painfully slow routes that detoured around the vast gas clouds of the Twin Nebulae.

The Republic forcibly annexed the eleven worlds of Mugaari space after a brief war, establishing the sprawling Javin subsector. But it was centuries before scout ships owned by Lord Ecclessis Figg found routes through the Twin Nebulae. The Figg routes spurred a trade boom and made him almost unimaginably rich. He went on to create Cloud City, a mining post and casino in the upper atmosphere of Bespin, and in the last year of his life presided over a ceremony marking the establishment of a new subsector in the Outer Javin. Figg wanted to use the name Ecclessis, but Core bureaucrats dubbed the new subsector Anoat after

Hoth and the Greater Javin



to the Core
Cargamalis
Mugaar
JAVIN
Aztubek
Kumru
High Chunah
CORELLIAN TRADE SPINE
Mugaar Space
Javin Sector
Kirtarkin
Shuldene
Mijos
Kiax Nebula
Mexeluine
The Ring
Council
GERRENTHUM
Saila Na
Bavva
NOTHOIIN CORRIDOR
Nothoiin
Lutrillia
LUTRILLIAN CROSS
Indellian
to Koda Station
Varonat
BESPIN
Bendeluum
Ivax Nebula
Zephry
Anoat
Zhanox
ISON CORRIDOR
Ione
Allyuen
HOTH
Burnin Konn
Ison
Mataou
Tokmia
Isis
Polmanar
Anantapar
Shuxl
Delphon
Ertegas
Darlyn Boda
Tinoon
Orn Kios
Mev
Ozu
Bettel
ISDE NAHA
to Lipsec
LIPSEC RUN
Togominda
to Terminus
Outer Rim
Kaluuran Sector
Anoat Sector
18

an ancient surveying note. Generations later, the Republic split the Anoat sector in two in an effort to check ambitions in the Greater Javin. Figg's descendants failed to thwart the move but did get some long-overdue respect: The new sector was called Yarith, for Lord Figg's wife. (Today all three subsectors are part of the Javin sector.)

The Figgs remain the economic barons of the Greater Javin, controlling corporations such as Figg & Associates, Figg Excavations, and the Outer Javin Company, though the Lutrillians, Nothoiin, and (to a lesser extent) Mugaari wield considerable economic power as well. The Mugaari resent humans as invad-



Bespin's Cloud City

ers and occupiers and look down on Lutrillians and Nothoiin as collaborators, but relations among the other three species are generally friendly. The worlds of the Outer Spine have always been relatively independent of the galaxy's central authority, more concerned with local politics than galactic issues, and the Empire's hand rested lightly this far from the Core.

The Greater Javin includes dozens of inhabited worlds not discussed here, as well as thousands of uninhabited star systems.

Once the second most populous Mugaari world behind Mugaar itself, **Javin** is now majority-human. During the Galactic Civil War it was an Imperial stronghold and sector capital.

Aztubek is wealthy but little-developed, with corporate complexes dotting its forested valleys.

Kumru is a thriving industrial world with a substantial Mugaari population that's assimilated with humans, Lutrillians, and Nothoiin far more readily than other Mugaari populations. This has earned the Kumru Mugaari the loathing of many of their kin.

High Chunah, once an outlying Mugaari colony, is now noted for its profitable speeder-manufacturing sector.

A smoky world of machinery and pollution, **Kirtarkin** has traditionally served as a customs checkpoint for the Twin Nebulae sectors.

Mexeluine is a thriving trade world that's succeeded by positioning itself as a cheaper alternative to Gerrenthum.

The megaworld of **Gerrenthum** sits at the junction of three major trade routes: the Corellian Trade Spine, the Nothoiin Corridor, and the Lutrillian Cross. It's the headquarters of the various corporations controlled by the Figgs.

A low-gravity planetoid, **Indellian** is a trade world, manufacturing hub, and government center for Yarith sector. The zigzagging border between Yarith and Anoat sectors was deliberately drawn by the Republic in an effort to cut off neighboring worlds politically and blunt local power.

Bendeluum is a minor competitor to Gerrenthum with a thriving criminal underworld, much of it controlled by Nothoiin clans.

Zhanox is a mining world divided between human colonists and Ugnaughts who oversee the Zhanoxi mineworks.

Ione is a busy spaceport world used by Figg Excavations as an entry point to the four systems known as the Mining Worlds. Ione's population is evenly mixed among humans, Nothoiin, Ugnaughts, and Lutrillians.

Mataou is a ferocious desert world that serves as a refueling point for starships. Its home to the ro hypa, a venomous species that has spread throughout the Greater Javin. Mataou's legendary snake handlers boast that they're the toughest people in the galaxy.

A rarely visited waterworld, **Anantapar** has a primitive ecosystem that appears to be evolving around shellfish.

The **Ison** system consists of a rubble field orbiting a white dwarf, enclosed by nebula wisps that make hyperspace navigation risky and are expected to one day close the Rimward end of the Ison Corridor. Ison saw heavy Rebel traffic while the Alliance maintained its base on Hoth.



Hoth's primary predator, the wampa, brings down its tauntaun prey.

For a planet profile of **Hoth,** see page 66.

*For a planet profile of **Anoat,** see page 40.*

For a planet profile of **Bespin,** see page 43.

At the Coreward end of the Ison Corridor sits **Varonat,** a jungle hothouse inhabited by Morodin, intelligent lizard-slugs often mistaken for animals. The Morodin are thought to have arrived on Varonat on organic starships during pre-Republic times, only to lose or abandon such technologies over the millennia.

The four Mining Worlds are controlled by Figg interests. **Burnin Konn** was stripped of all native flora long ago during the ceaseless digging for dolovite, kammris, and other minerals. **Allyuen** is a subzero world supporting a barely profitable chromite mine. The icy world of **Tokmia** is an abandoned crystal mine that's home to the Oku, a white-furred species of primitive sentients. **Isis,** often deemed unreachable and uncharted, was an Alliance safehouse founded by Alderaanian scouts. Home of the rock-like Gutretees, it was abandoned soon after the Battle of Yavin.

Shuxl is a planetless system notable only for a hyperspace nav buoy that helps reorient ships traveling down the Spine.

Ertegas is a thriving agriworld run by droids under the eye of a handful of human overseers.

A devil-may-care shadowport, **Darlyn Boda** is known for its impressive humidity and numerous intrigues: During the Galactic Civil War agents of the Alliance, Empire, Black Sun, and Bounty Hunters' Guild mingled freely here.

THE EMPIRE STRIKES BACK

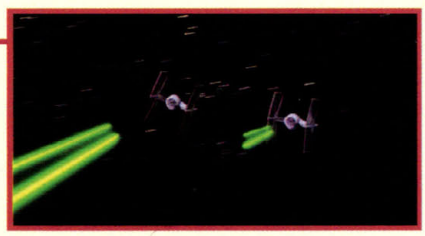
With the Super Star Destroyer *Executor* formally commissioned, Emperor Palpatine gave Darth Vader a chillingly simple task: Find the Rebels and destroy them. This mission was a perfect fit for the Sith Lord's own obsession: to find the pilot who'd destroyed the Death Star. That obsession had only intensified after Vader's search for the pilot's identity ended with a shocking discovery: The Force-sensitive Rebel whom Vader had failed to kill above Yavin bore the same name as Vader's former self.

Death Squadron consisted of the *Executor* and five Star Destroyers (the *Avenger*, *Stalker*, *Conquest*, *Tyrant*, and *Devastator*), though Vader and Admiral Ozzel had authority to temporarily attach other fleets' warships when they deemed it necessary. Death Squadron began its work by intercepting smugglers and free traders on the Triellus Rimward of Hutt Space, then destroyed the shadowport Syvris. Mindful of the Rebels' reliance on smugglers and free traders for matériel, Vader hoped disrupting the Alliance's supply network would lead him to High Command's base.

The strategy, aided by the deductive abilities of the Chiss Grand Admiral Thrawn, did reveal the route of a crucial Rebel supply convoy, which was destroyed at Derra IV. Eventually, disrupting smuggler networks might have led the Empire to its quarry. But before that could happen, another operation revealed the Alliance base: Death Squadron had slowly and systematically dispatched thousands of probe droids in drops across the Outer Rim, seeking the Rebels amid the Rim worlds' many smuggler bolt-holes and uncharted settlements. A probot dispatched on a one-way trip to a forlorn ice ball in the Anoat sector found what Vader and Ozzel had searched for so avidly.

Hoth had been accidentally discovered by Luke Skywalker and C-3PO, and the planet looked like a terrific find for the Alliance: It was extraordinarily close to the Corellian Trade Spine, one of the galaxy's major trade routes, yet almost never visited and in fact omitted from some charts. Hoth sat near one end of the Ison Corridor, a decaying bypass of the Trade Spine whose only common destination was Bespin. But Bespin was almost invariably reached from the Coreward end of the Ison—the Rimward end of the Ison was barely navigable, and in fact added days of travel time to any journey. Very few ships ever passed beyond Bespin to Anoat, Hoth, or Ison itself.

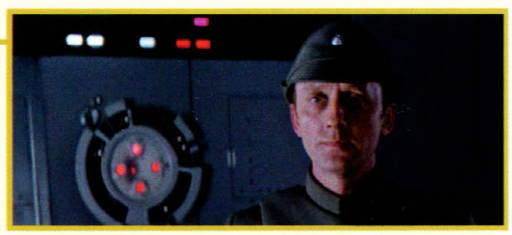
If not for bad luck and Vader's intuition, the Rebels might never have been found. But they were, and the Battle of Hoth and the Empire's subsequent raid on Bespin nearly crippled the Rebellion.



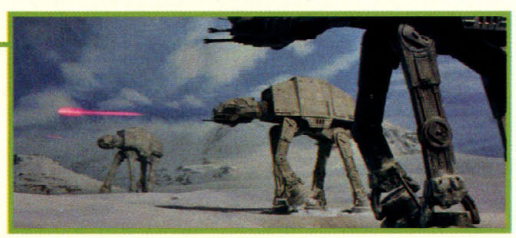
1. Ambush at Derra IV: Shortly before the Battle of Hoth, Arhul Narra—commander of Renegade Flight, veteran of the first Death Star, and mentor to Luke Skywalker—is killed in the ambush at Derra IV. His death elevates Luke to commander.



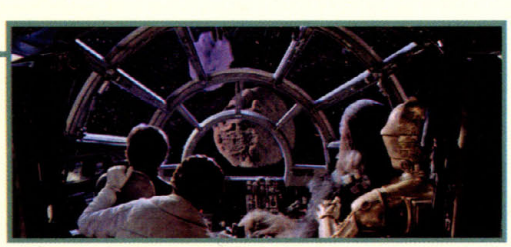
2. Hunt for the Rebels: The Imperial Star Destroyers *Avenger* and *Stalker*, temporarily detached from Death Squadron as part of the search for the Rebels, dispatch probe droids to the Allyuen, Hoth, and Tokmia systems. The probot sent to Hoth detects human life-forms and spots snowspeeders and Echo Base's power generators, information it transmits before Han Solo destroys it.



3. Vader's Intuition: Aboard the *Executor*, Captain Piett delivers word of the Hoth probot's findings to Ozzel and Vader. Vader orders Death Squadron to set course for Hoth.



4. The Battle of Hoth: Death Squadron travels Rimward down the Ison Corridor and emerges at Hoth, where Com-Scan reports an energy shield is protecting the Rebel base. Infuriated that Ozzel alerted the Rebels by emerging from hyperspace too close to the system, Vader strangles him with the Force. General Veers lands AT-ATs beyond the shield's protection, marches across Hoth's frozen surface, and destroys Echo Base's main power generators. Meanwhile, Death Squadron's warships and TIE fighters move to intercept the fleeing Rebel transports and their starfighter escorts. The battle is a grievous defeat for a battered Alliance: Just thirteen of thirty transports escape.



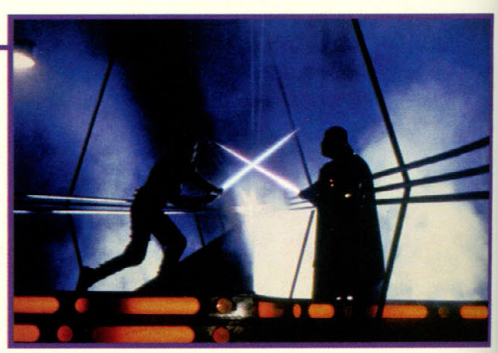
5. Into the Asteroids: After eluding Death Squadron's Star Destroyers, Han and Chewbacca discover to their horror that the *Millennium Falcon*'s hyperdrive isn't working. The *Falcon* flees into the asteroids that litter Hoth's outer fringes, pursued by Vader's warships. It's chased into the neighboring Anoat system, where Han finally manages to shake his pursuers by attaching his ship to the *Avenger*. But the bounty hunter Boba Fett is familiar with that trick: After Death Squadron disperses into hyperspace in search of the *Falcon*, he follows the crippled freighter until he's certain Solo's plan is to limp along the Ison Corridor to Bespin using his backup hyperdrive.



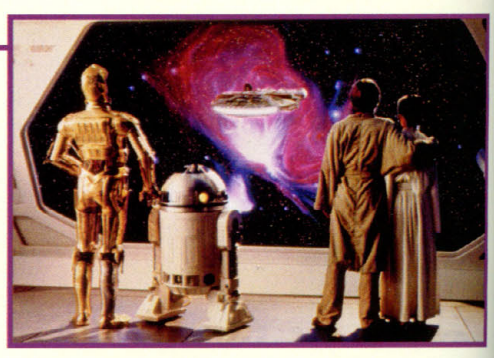
6. Mission to Dagobah: Obeying the instructions of the spirit of Obi-Wan Kenobi, Luke tells R2-D2 to set a course for Dagobah, a little-known system in the depths of the Sluis sector. There Luke learns the ways of the Force from the Jedi Master Yoda.



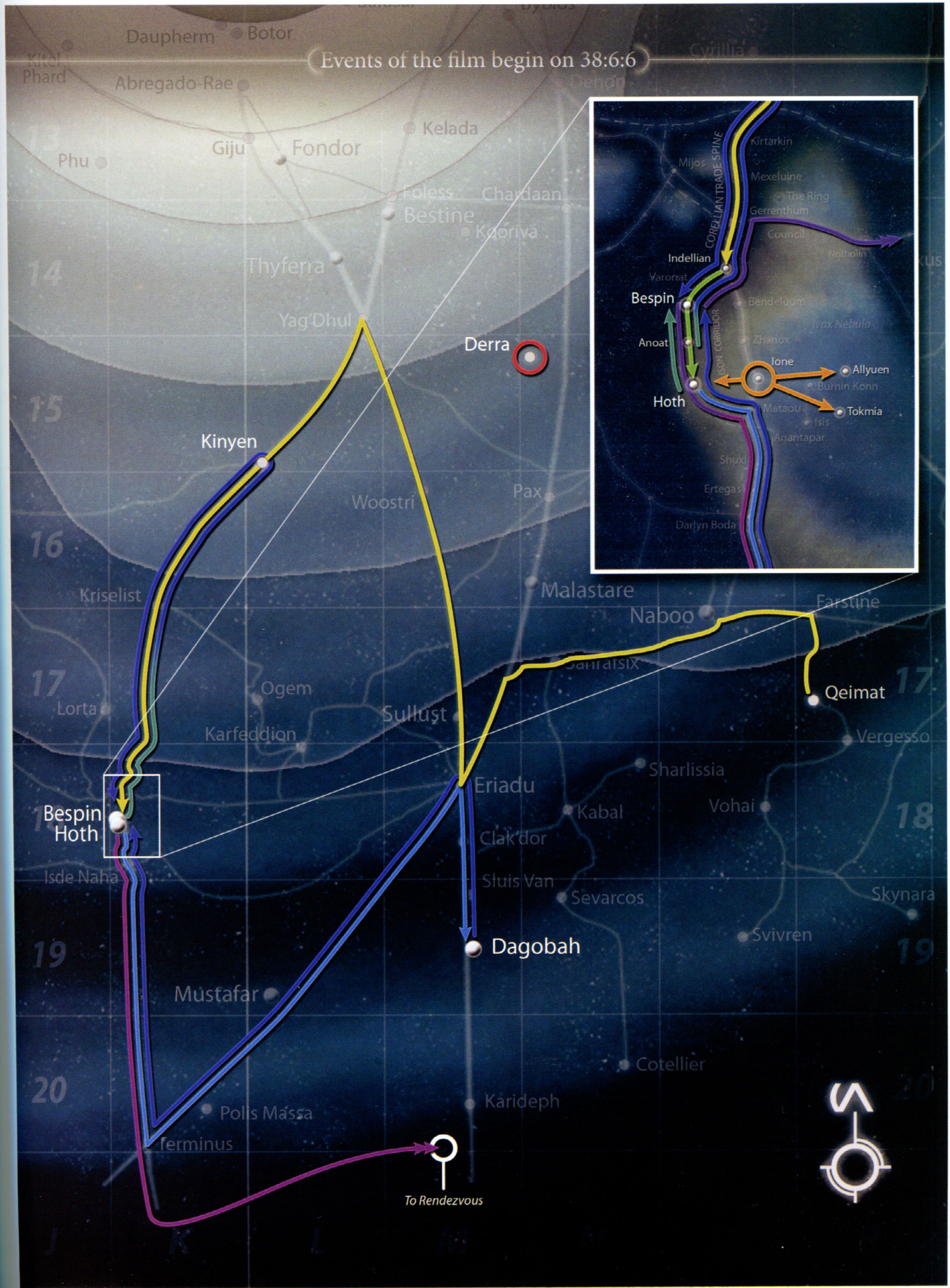
7. The Trap Is Set: The journey to Bespin takes the Falcon weeks on its backup hyperdrive; while the freighter creeps between Anoat and Bespin, Fett reunites with the *Executor* at Kinyen. The Sith Lord and the bounty hunter are already on Cloud City when the *Falcon* arrives, with Death Squadron lurking elsewhere in the system. On Dagobah, Luke has a vision of his friends' peril and cuts short his training to rush to their rescue.



8. Confrontation on Cloud City: On Bespin, Luke falls into Vader's trap, is bested by the Sith Lord in a lightsaber duel, and discovers a terrible secret: Vader is his father. In the end, the friends Luke set out to rescue must risk their lives to rescue *him*. Fett, meanwhile, departs with a carbonite-encased Han Solo, who'll earn him a rich bounty from Jabba the Hutt. With the *Executor* closing in on the *Falcon* above Bespin, R2-D2 manages to repair the freighter's hyperdrive, allowing the ship to escape Vader.



9. Into the Deep: The *Falcon* reunites with the survivors of the Battle of Hoth at the rendezvous point above the galactic plane. There Luke is fitted for a mechanical hand and he, Leia, and the droids watch Lando Calrissian and Chewbacca depart in the Falcon to begin the search for Han Solo.


Events of the film begin on 38:6:6
Daupherm
Botor
Kitel Phard
Abregado-Rae
Cyrillia
Denon
Kelada
Giju
Fondor
Phu
Roless
Chardaan
Bestine
Kooriva
Thyferra
Yag'Dhul
Derra
Kinyen
Woostri
Pax
Kriselist
Malastare
Naboo
Farstine
Ogem
Lorta
Sullust
Karfeddion
Qeimat
Vergesso
Sharlissia
Eriadu
Kabal
Vohai
Bespin
Hoth
Clak'dor
Isde Nahal
Sluis Van
Sevarcos
Skynara
Svivren
Dagobah
Mustafar
Cotellier
Karideph
Polis Massa
ferminus
To Rendezvous
CORELLIAN TRADE SPINE
Kirtarkin
Mijos
Mexeluine
The Ring
Gerrenthum
Council
Nothoin
Indellian
Varorat
Bespin
Bendeluum
Ivax Nebula
Anoat
Zhanox
SION CORRIDOR
Ione
Allyuen
Burnin Konn
Hoth
Mataou
Tokmia
Isis
Anantapar
Shuxl
Ertegas
Darlyn Boda

The fisherfolk of **Orn Kios** dwell in lightweight wood-and-canvas structures built atop giant lily pads. The planet has become a tourist attraction, to the Ornki's disgust.

Ozu is a quiet world of small farms and a refueling point for starships.

The capital of Yarith Sector, **Isde Naha** is an industrialized world proud of its Figg heritage and ferociously intolerant of lawbreaking and smuggling.

Togominda is known for its salt geysers, which attract both free traders and daredevil pilots.

A mossy Nothoiin colony, **Bavva** exports a foul-tasting ale distilled from moss. Lutrillians love it, and visit Bavva on ale-sampling tours; humans hate it and have gone so far as to ban it from some majority-human settlements.

Nothoiin is famous for its moon's valuable ur-diamonds and the giant fires that have raged on its rolling plains since before the Clone Wars. Its major starports are surrounded by kilometers-wide burn rings for protection.

A Nothoiin government world, **Council** got its name as a meeting point for Nothoiin Colony representatives.

Polmanar is a textile-manufacturing world with a substantial population of Nothoiin, many of whom grow reedug, a popular narcotic. The Empire occupied Polmanar in the years before the Battle of Yavin, sparking a resistance movement that the Rebellion then backed. The Empire abandoned the planet shortly after the destruction of the first Death Star, a withdrawal made much of in Rebel propaganda.

Delphon is a backwater planet whose primitive cultures believe a great flood once inundated their world. The system has been frequently plagued by pirates, who have used it as a base for assaults on the region's richer systems.

The Ring is a black dwarf surrounded by highly ionized green gas, all that remains of an ancient star. That long-ago supernova created the **Kiax** and **Ivax Nebulae,** named for a pair of ancient Corellian trickster gods in honor of the havoc they played with navigation in the area for centuries. Properly speaking, the Twin Nebulae is a single irregular nebula.

Mijos is a swampy world with a number of Lutrillian-operated spaceports.

Shuldene was once a waterworld with abundant aquatic life, but an orbital shift froze the planet solid. Tourists sometimes visit its glassy surface to gaze in awe at the carcasses of massive sea creatures poking up through the ice.

Lutrillia is a dry, cold world without seas. Members of its native species evolved as nomads wandering between the planet's oases; today Lutrillia has more than a hundred platform-cities that roll slowly across the equatorial zones, attended by a blur of vehicles carrying travelers and freight.

A CLOSER LOOK: ENDOR AND THE MODDELL SECTOR

The Moddell sector sits exhaustingly far from the Corellian Trade Spine and uncomfortably close to the Unknown Regions. It was considered part of the Unknown Regions until the Republic's final centuries, and admitted as a freestanding subsector around 50 BBY. Its neighbors include the Spar and Ablajeck sectors in the Inner Zuma region, and the Outer Zuma sectors Kakani, Sugai, Fusai, and Ikenomin.

Hyperspace travel in the little-trafficked Zuma regions is painfully slow and sometimes unsafe, but matters are worse in the Moddell: The sector is plagued by hyperspace eddies and sinkholes, and spacers grouse that traveling there is like tiptoeing across an unmapped minefield. Most of the sector's traffic is found on the Houche Run between Annaj and Vasha; those worlds, along with Vex, Qina, and Kuna's Tooth, make up the Inner Moddell systems. Traffic drops off considerably in the Outer Moddell beyond those systems.

Very few people had ever heard of this remote sector until the Empire undertook the galaxy's largest construction project at Endor, lured by the Forest Moon's remoteness and a treasure trove of minerals in the system. After Palpatine's death during the Battle of Endor, the Alliance briefly made its headquarters on the Forest Moon, only to be driven off by Nagai raiders from Companion Besh. A few entrepreneurs tried to attract tourists to the Moddell, but little came of their efforts; the only industry to gain a foothold in the Moddell since then has been illicit trade in the narcotic Rokna Blue. The sector has been represented by the region's dominant species, the Ayrou, in the New Republic and the Galactic Alliance.

The Moddell includes nearly two hundred uninhabited systems, from anonymous red dwarfs to the young blue giants at the heart of the Monsua Nebula. In addition, the sector theoretically extends for nearly a hundred parsecs into Wild Space toward Firrerre and Bakura, territory that includes thousands upon thousands of systems.

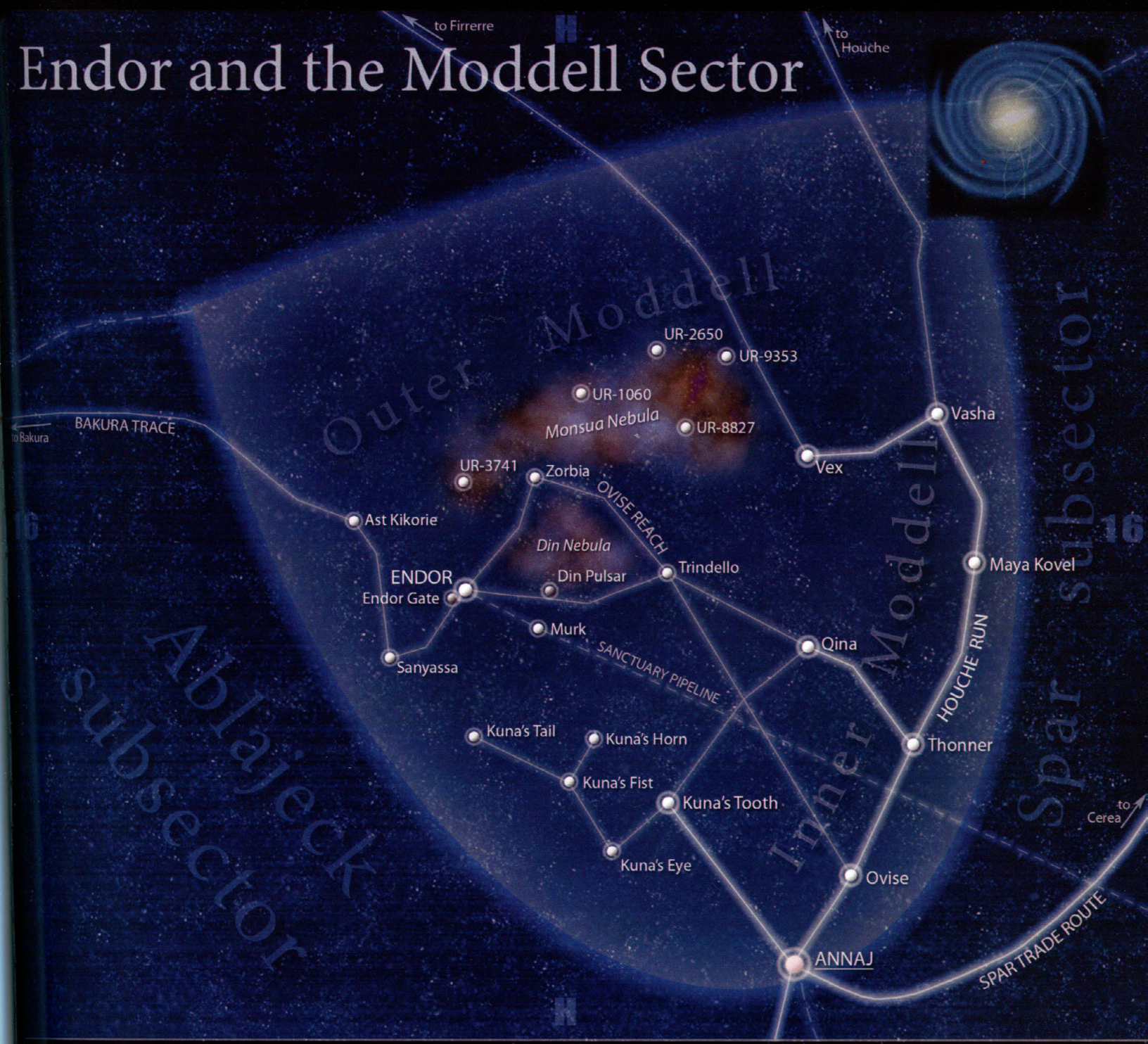
Annaj, known among the Ayrou as Cannij Bar, is the Moddell sector capital, and typically the first stop for ships heading Rimward into the sector from the Spar Trade Route or the Moddell Reach, both of which wind their way to the Cerean Run and from there to the Corellian Trade Spine. A fog-shrouded globe, Annaj briefly became a boomworld during the construction of the second Death Star.

Nearly a billion miners, farmers, and industrial workers make their homes on the **Ovise** system's four inhabited worlds and moons. Ovise III is a blighted factory world, while Ovise V has yielded promising Tibanna deposits.

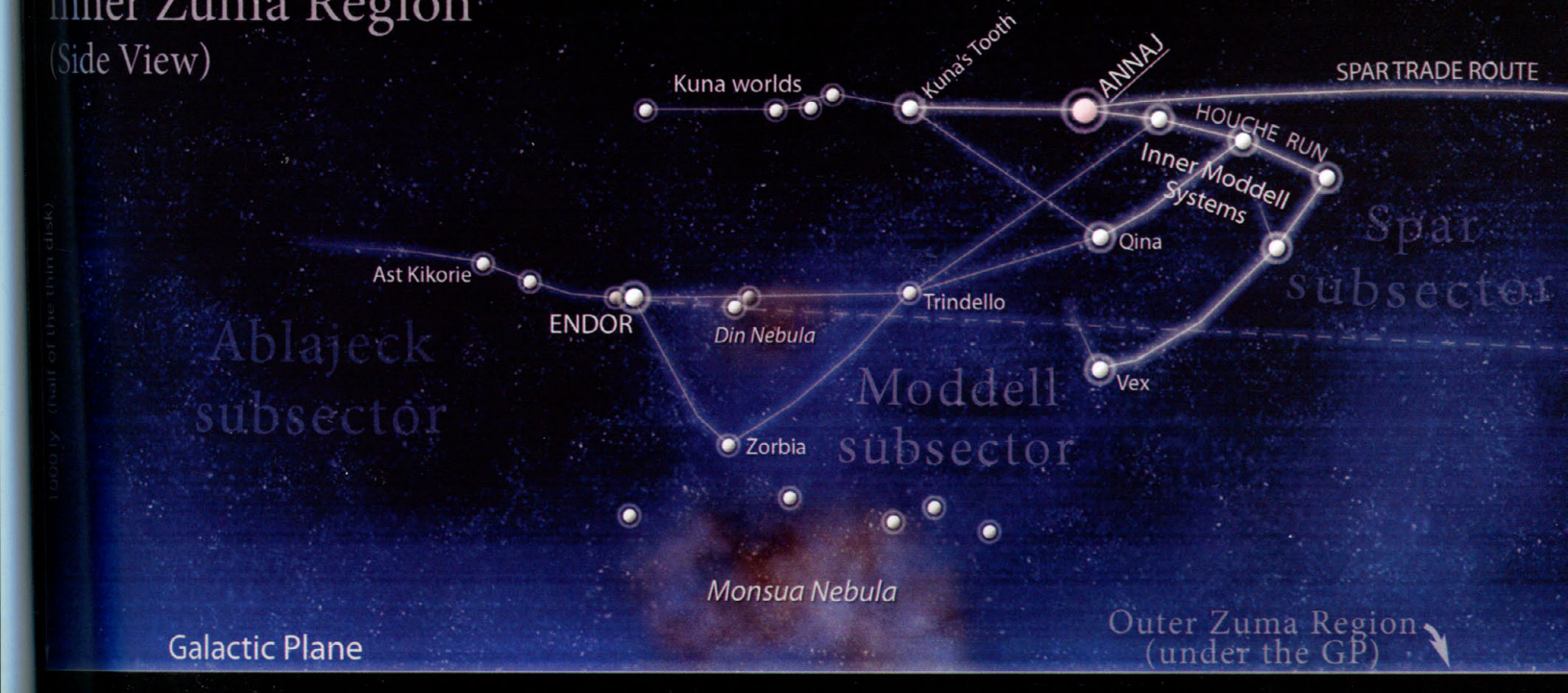
Thonner's fourth planet is marked by small islands amid shallow salt seas. Its inhabitants, the Thonnermen, farm lichen from Maya Kovel and fish for crustaceans.

Qina is a periwinkle moon lost amid the glowing green bulk of the gas giant Hanchin. A wild, beautiful world lit by an eerie wash of Hanchin light, Qina sees its population nearly double in

Endor and the Moddell Sector



Inner Zuma Region
(Side View)



RETURN OF THE JEDI

With the Galactic Civil War grinding on, the Rebel Alliance sought to sway more undecided systems to its side, while its starfleet directed an increasing number of attacks against Imperial military targets throughout the galaxy. But all the while, a dreadful new threat was taking shape in a backwater corner of the galaxy. The rumors were true: The Empire was building a new Death Star, bigger and more powerful than the battle station destroyed at Yavin, and lacking the thermal exhaust port that had doomed its predecessor. Should this new Death Star become operational, the Alliance's victories might well unravel, and fear would douse the fires of Rebellion. With the construction falling behind schedule, Emperor Palpatine sent Darth Vader to Endor to put the Death Star project back on track.

After rescuing Han Solo from Jabba the Hutt on Tatooine, the Rebellion's heroes joined the fleet assembling at Sullust, with Luke Skywalker arriving after a brief detour to Dagobah. Bothan spies had brought the Alliance key technical information about the Death Star, and a critical bit of news: The Emperor was at Endor. Seizing the chance to end the war with a single climactic battle, the Alliance launched an audacious plan: A commando team led by Han would deactivate the shield generator protecting the half-finished Death Star, allowing the *Millennium Falcon* and a flight of snubfighters to penetrate the battle station's superstructure and blow up its vulnerable main reactor.

Preceded by Han, Luke, Princess Leia Organa, Chewbacca, and the droids, the Rebel fleet raced down the secret hyperspace route known as the Sanctuary Pipeline to distant Endor. There they discovered that Palpatine had snared them in a devious trap. The Death Star's shield was still up, as the generator was guarded by a legion of elite troops. An impressive flotilla of warships had been pulled back from Rebel hunting to engage the Alliance fleet. And worst of all, the Death Star's superlaser was operational.

The fate of the galaxy hung in the balance—but Darth Sidious suffered two astonishing reversals. On the Forest Moon of Endor, the furry indigenes known as Ewoks ambushed his troops, giving Han time to bring the shield down. And aboard the Death Star, Luke managed to awaken the good slumbering in Anakin Skywalker. Vader hurled Sidious to his death, sustaining mortal wounds in doing so, shortly before Lando Calrissian and Wedge Antilles fired the torpedoes that destroyed the Death Star. The Force had been put back in balance, and the Empire's death throes had begun.



1. Bounty Delivered: By the time he reached Tatooine, the notorious bounty hunter Boba Fett had come to see the carbonite-entombed Han Solo as almost more trouble than the bounties on his head were worth; it seemed like every hunter in the galaxy came gunning for Fett and *Slave I*, repeatedly delaying his delivery of the Corellian smuggler. In the Vergesso asteroids, Fett outwitted a team of hunters led by Bossk and streaked for Tatooine.



2. A Rescue Mission: Beginning at a Rebel base in Kothlis's asteroid field, Lando, Leia, Chewbacca, Luke, and the droids slip through the Imperial blockade of Tatooine, then assemble in Jabba the Hutt's desert palace.



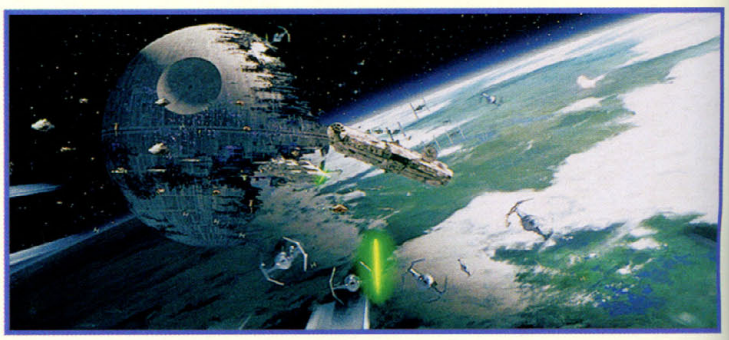
3. New Ways of Motivation: Tasked with speeding up construction of the second Death Star, Vader moves the *Executor* from Coruscant to the distant Moddell sector. There he confronts Tiaan Jerjerrod, Moff of the Colonies' Quanta sector. Jerjerrod is a competent technocrat with specialties in logistics and supply, but managing a massive project so far from main routes under heavy secrecy has proved taxing. Told the displeased Emperor will soon arrive, a shaken Jejerrod vows that his workers will redouble their efforts.



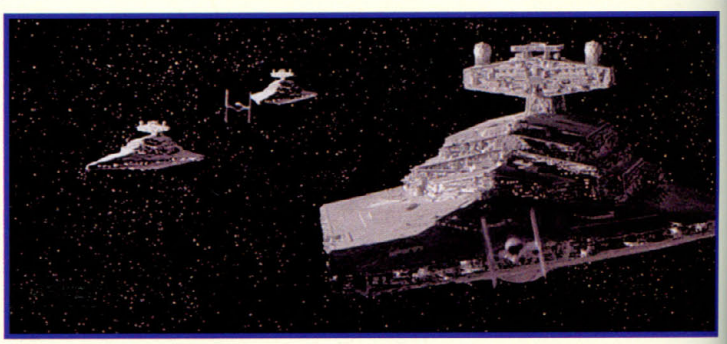
4. Rendezvous with the Fleet: The Rebels punch through the Tatooine blockade after R2--D2 cons Jabba's thugs into thinking the Empire is coming to arrest the lot of them, sending the smugglers racing away from the desert planet and overwhelming the Imperial fleet. Han, Chewie, Leia, Lando, and C-3PO join the Alliance fleet at Sullust; Luke and R2 arrive soon after a side trip to Dagobah.



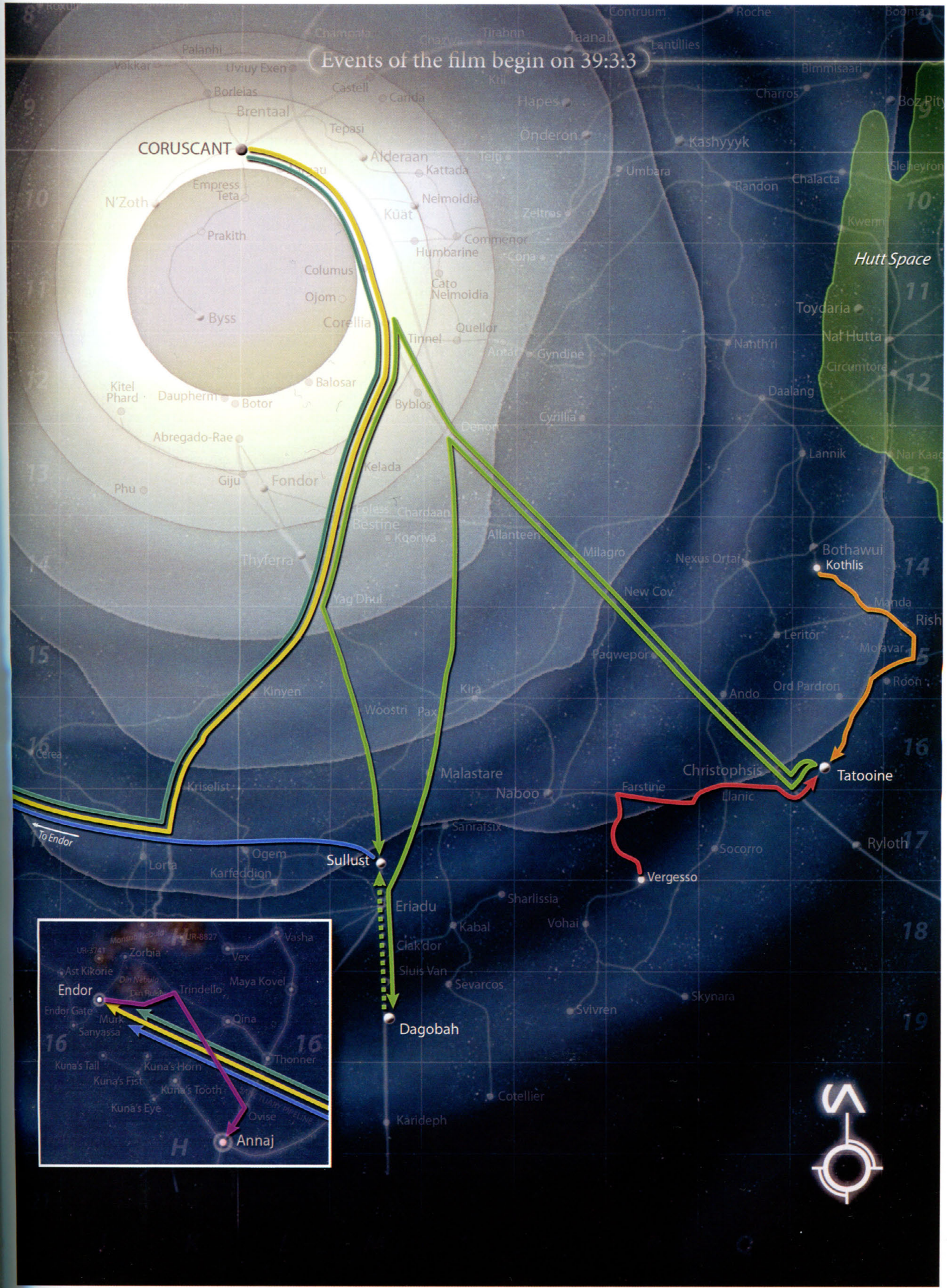
5. A Royal Visit: Emperor Palpatine leaves the Imperial Palace to visit his new battle station. The visit convinces the Alliance leadership to attack in force in the hope of achieving victory at a single stroke. Palpatine has the same hope, seeing the possibility of destroying the Alliance and claiming a new Sith apprentice in a single day.



6. Into Battle: A strike team led by Han Solo precedes the Rebel fleet to Endor in the Imperial shuttle *Tydirium*, stolen from Prefsbelt IV by Wedge Antilles. The team's mission is to lower the shield protecting the Death Star. But the Rebels are ambushed by Imperial troops. When Admiral Ackbar's fleet arrives, the shield is still up—and a desperate battle begins.



7. Imperial Retreat: With the Emperor dead and both the Death Star and the *Executor* destroyed, the Imperial fleet is in disarray. It falls to Captain Gilad Pellaeon to order a retreat to Annaj, the capital of Moddell sector.


Events of the film begin on 39:3:3
CORUSCANT
Empress Teta
N'Zoth
Prakith
Byss
Columus
Ojom
Corellia
Tinnel
Quellor
Balosar
Kitel Phard
Daupherm
Botor
Abregado-Rae
Giju
Fondor
Phu
Kelada
Byblos
Cyrillia
Gyndine
Alderaan
Kattada
Nelmoidia
Küat
Commenor
Humbarine
Cato Nelmoidia
Brentaal
Tepasi
Borleias
Castell
Carida
Onderon
Hapes
Kashyyyk
Umbara
Randon
Chalacta
Zeltros
Cona
Hutt Space
Toydaria
Nal Hutta
Nanth'ri
Daalang
Lannik
Circumtore
Kwenn
Sleheyron
Charros
Bimmisaari
Boz Pity
Contruum
Roche
Boonta
Lantillies
Taanab
Tirahnn
Chazwa
Chaimpala
Palanhi
Vakkar
Uviuy Exen
Khil
Bothawui
Kothlis
Manda
Rish
Leritor
Moravar
Roon
Ord Pardron
Ando
Paqwepor
New Cov
Nexus Ortai
Milagro
Allanteen
Denon
Thyferra
Tag Dhul
Bestine
Troiss
Chardaan
Kqoriva
Kinyen
Woostri
Pax
Kira
Cerea
Kriselist
Malastare
Naboo
Christophsis
Tatooine
Farstine
Llanic
Vergesso
Socorro
Ryloth
Sullust
Sanralsix
To Endor
Lorta
Ogem
Karfeddion
Eriadu
Sharlissia
Kabal
Vohai
Clak'dor
Sluis Van
Sevarcos
Skynara
Svivren
Dagobah
Cotellier
Karideph
Endor
Endor Gate
Ast Kikorie
Zorbia
Vex
Vasha
Maya Kovel
Trindello
Qina
Murk
Sanyassa
Thonner
Kuna's Tail
Kuna's Horn
Kuna's Fist
Kuna's Tooth
Kuna's Eye
Ovise
Annaj

midwinter, when millions of Vashan penitents make their annual pilgrimage to the moon.

The Kuna worlds are so named because they form part of the Kuna constellation visible in the night skies of Maya Kovel. **Kuna's Tooth** is a hardscrabble mining world attended by a small orbital shipyard, and known after the Battle of Endor as a production center for the dangerous narcotic Rokna Blue. **Kuna's Eye** is a young blue giant surrounded by a lifeless protoplanetary disk. The disk is full of valuable minerals, and prospectors are frequent sights in the system. Their needs are served by the Mote, a cobbled-together shadowport on the disk's edge. **Kuna's Fist** and **Kuna's Horn** are red giants near the end of their stellar lives, ringed by motley collections of barren planets. The third planet of **Kuna's Tail,** known in the Moddell as Sarafur, is a tide-locked desert world dotted with strange, ancient ruins. Many of these ruins serve as bolt-holes for prospectors, treasure hunters, and fugitives.

Maya Kovel is the windswept homeworld of the Ayrou, a willowy humanoid species whose members have spread throughout the galaxy and become a major influence in the Zuma regions.

A de facto possession of the Ayrou, **Vasha** is home to a chitinous, caste-based species prized in the Moddell as powerful, tireless miners and workers, but loathed for their odd eating habits and for hoarding interesting items in their antestomachs. The Vashan castes take orders from their theocrats; high-ranking Vashans make annual pilgrimages to Qina.



Orbital shield projector on the Forest Moon of Endor

Vex offers two inhabited locales: Vex Major is a swampy globe claimed by insular fishing folk and home to a Ffib sect (which calls the planet Far Gent), while the Belt is the domain of quarrelsome prospectors, freighter jocks, and hyperspace scouts. The system's odd name reflects its status as a jumping-off point for futile explorations of the Monsua Nebula.

A white dwarf orbited by a barren rocky world with a small moon, **Trindello** may not look like much to a passing probot. But that moon is covered with gigantic trees known as Trindellan oaks, whose iron-hard wood is harvested for building across the Moddell.

For a profile of **Endor,** see page 58.

The **Endor Gate** is a black hole located perilously near the Ovise Reach. Despite the fact that it's well charted and not especially large, spacers' tales tell of strange occurrences near the Gate, including ships found adrift whose captains swear they were on the other side of the galaxy before their systems went dead.

Murk is a red dwarf invisible to the naked eye from any of the Moddell's inhabited worlds. It's notable as the penultimate stop on the Sanctuary Pipeline, a fragile hyperspace route built at immense cost by the Empire to connect the Death Star construction site with the Rimma Trade Route and the Corellian Trade Spine. Theft of S-thread boosters and natural decay doomed the Pipeline soon after the Battle of Endor.

The **Din Pulsar** is the remnant of a supernova that blew up around 5000 BBY. Its magnetic pulses complicate travel along the Trindello–Endor Route, and have fried countless hyperdrives. The pulsar is surrounded by a nebula of shimmering gases known as the Gorax King's Heart by the Ewoks, after an old legend in which the Ewoks' golden sun god imprisoned the Gorax King in the night sky.

Zorbia's three worlds huddle on the edge of the Monsua Nebula. Zorbia's humans, believed to be of Corellian descent, are disorganized bands of pirates who have been a nuisance in the Moddell for centuries.

The **Monsua Nebula** is a churning cloud of dust and gas at whose heart lies a cluster of young blue giants and brown dwarfs. A quintet of stars in the nebula's outer reaches, known by the designations **UR-1060, UR-2650, UR-3741, UR-8827,** and **UR-9353,** have resisted scouts' attempts at exploration for decades.

Sanyassa is a lawless world battled over by its indigenous Marauders, leathery-skinned thugs and space pirates who prowl the outer reaches of the sector. A tribe of Marauders were shipwrecked on the Forest Moon of Endor decades before the Battle of Endor.

Ast Kikorie, the most remote world that acknowledges the rule of Annaj, is a green globe of lush fields and small farms. A skyhook connects the planet with a great ring of orbiting telescopes, the astrocartographic research station that gives the planet (and many others in outlying portions of the galaxy) its prefix. Kikorie's AST installation is now too far from the frontier to be of much use to scientists. Travelers seeking to push up the Bakura Trace into Wild Space can find a charter here.



Freighters deliver materials to the red-dwarf system of Murk.

AN EMPIRE FRAGMENTED

With Emperor Palpatine defeated and the second Death Star destroyed, the Imperial fleet retreated to Annaj and then Yag'Dhul to guard against a Rebel drive into the Core Worlds and await orders. Rule of the Empire fell to Sate Pestage, the Emperor's Grand Vizier and head of the Ruling Council of advisers, who had long handled the Empire's day-to-day affairs.

The defeat at Endor barely dented the Empire's military and economic power, and celebrations on worlds such as Coruscant and Naboo were crushed quickly. But it changed everything nonetheless. Without the Emperor, the Empire seemed rudderless. Wary of further strikes against key targets, Pestage and the advisers opted to fortify strategic systems and those with substantial economic importance, a decision that put the Empire on the defensive despite its vast advantages over the Rebels. For years Imperial forces had hunted Rebel task forces along the galaxy's countless hyperspace routes. Now they were defending fortress worlds, leaving the Alliance largely unopposed.



Ssi-ruuvi warriors

The advisers' defensive crouch encouraged the Empire's most ambitious Moffs and military officers to think only of their own bases of power, and not of the Empire they professed to serve. In some cases the breakdown of central authority wasn't immediately apparent. Admiral Zsinj, the Grand Moff of the Quelii Oversector, made Serenno his headquarters and ruthlessly dealt with any perceived Rebel threat in his territory, a strategy the advisers could find no fault with.

Elsewhere, high-ranking officers embellished their orders to serve their own ambitions. Grand Moff Ardus Kaine, who'd inherited Oversector Outer from Tarkin, directed his forces to defend much of the galaxy's northern quadrant, territory that included his homeworld of Sartinaynian. Admiral Treuten Teradoc fortified a large chunk of the Mid Rim from his base on Centares. Admiral Sander Delvardus set up his headquarters on Eriadu, sought to secure the Rimma Trade Route as far Coreward as Yag'Dhul, and soon invented a new title for himself—Superior General. Moff Utoxx Prentioch took over his sector and began citing ancient surveys and outdated treaties he said gave him dominion over his neighbors' as well. And some officers struck out on their own: Admiral Blitzer Harrsk broke away from the fleet at Annaj and took his task force to the Deep Core and its Imperial safeworlds, while Admiral Gaen Drommel left Coruscant with his Super Star Destroyer *Guardian* to safeguard his home sector of Oplovis.

None of those admirals and Moffs immediately broke with the Ruling Council, though Kaine and Harrsk would do so soon enough. But even while ostensibly loyal, they rarely if ever communicated with Pestage and the advisers. In deed if not in name, they had become the first of the warlords who would splinter the Empire.

Between Kaine decamping for the New Territories and admirals and Moffs looking after their own interests, the Alliance was left with a relatively free hand. The Rebels hastily reorganized as the Alliance of Free Planets while drawing up plans for a Declaration of a New Republic, and dispatched envoys to thousands of systems—some with Rebel sympathies and some without. Joining already rebellious systems such as Bothawui and Mon Calamari were representatives from Corellia, Duro, Kashyyyk, Sullust, and Elom. Other systems, sectors, and regions seceded from the Empire without joining the New Republic. The Herglics were quick to assert their independence, as were the Tapani and Shapani sectors, and a number of hostile planets rose up against their Imperial garrisons.

The invasion of the Core that Pestage and the other advisers feared failed to materialize. In a galaxy weary of civil unrest and still frightened by the specter of separatism, the Alliance's leaders opted for diplomacy rather than military action, particularly with so many Moffs and admirals carving the Empire into satrapies. The Empire's inability to go on the offensive was a stroke of luck for the Alliance: In the days after Endor, the Rebels had to battle not one but three new enemies.

First came the Ssi-ruuk, a saurian species from a star cluster beyond the fringes of the galaxy. The Ssi-ruuk sought life energies they could "entech" into battle droids; their first target was Bakura, an Imperial possession Rimward of Endor in Wild Space. Making common cause with Bakura's Imperial Governor, the Alliance repulsed the Ssi-ruuvi attack. An Alliance task force that later fought its way into Ssi-ruuvi territory found that the mysterious Chiss had already laid waste to their holdings. The Ssi-ruuk wouldn't be heard from again until the Yuuzhan Vong invasion.

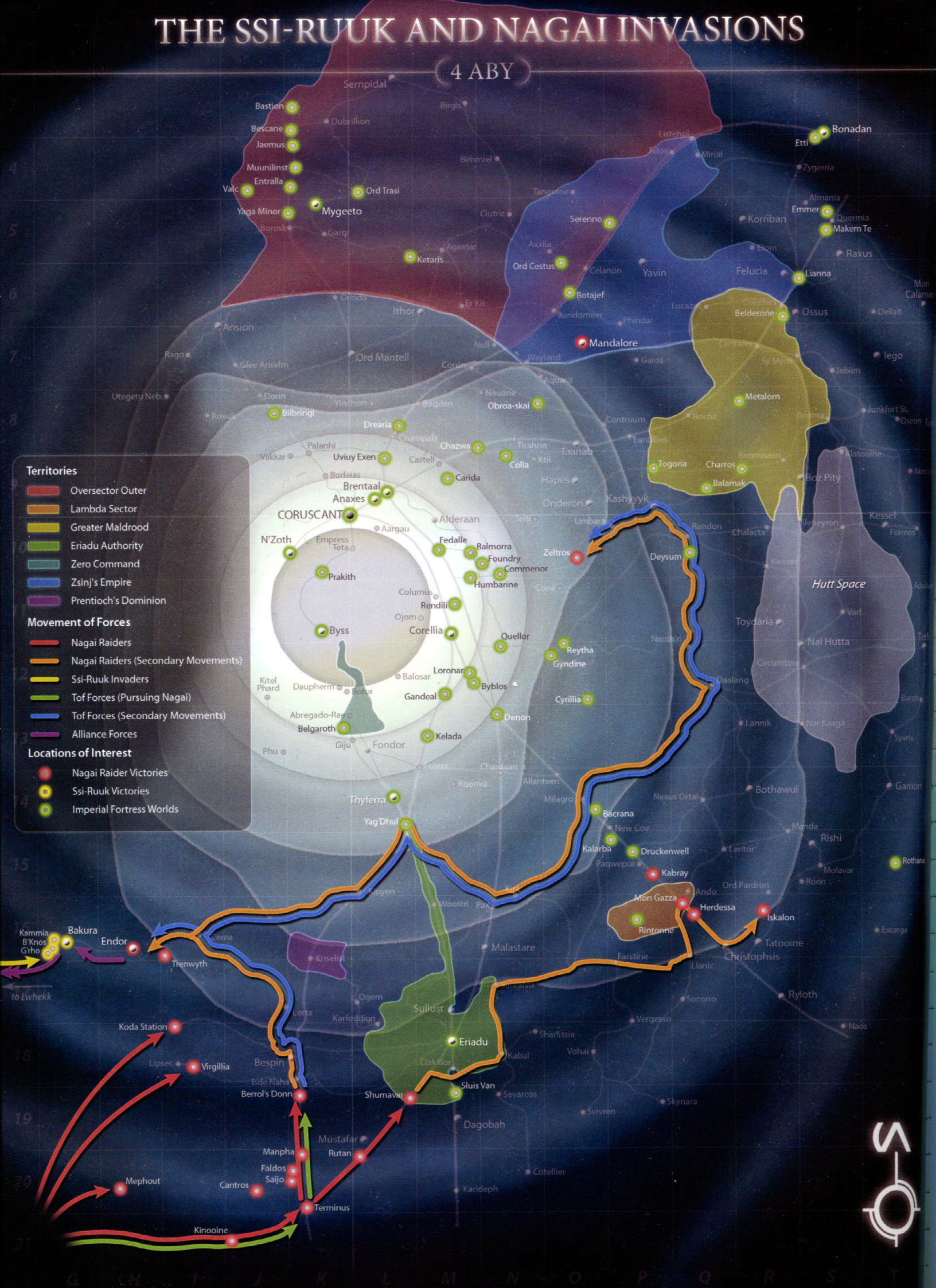
A new threat followed the Ssi-ruuk when the Nagai, a chalk-skinned near-human species from Companion Besh, invaded the southern quadrant of the galaxy, known to them as the Skyriver. Nagai agents, aided by the Dark Adept Lumiya, first appeared as slavers on Kashyyyk, stirred up trouble on Herdessa and Cantros, and skirmished with Alliance forces on the trade world Saijo.

Accompanied by Lumiya's personal detachment of stormtroopers, the Nagai established their primary forward base on desolate Kinooine. After their main invasion fleet arrived, the Nagai raided Mandalore, Kabray, Endor, and Iskalon. The Alliance took these graceful, ruthless invaders seriously and prepared for war—but a new combatant soon entered the fray.

The brutal Tofs also hailed from Companion Besh, where they'd subjugated the Nagai, Maccabree, and Faruun—and now they'd followed them to the Skyriver. The Tofs battled the Nagai at Trenwyth, laid waste to the Saijo sector, and tracked the Nagai

THE SSI-RUUK AND NAGAI INVASIONS

4 ABY



to Zeltros, where Alliance forces encountered them for the first time. Forces from the Alliance joined with the Nagai, Mandalorians, Zeltrons, and Lumiya's troopers—many of whom continued to fight with the Nagai despite their mistress joining the Tofs—to trap the new invaders at Saijo. There the capture of the Tof Prince Serenno ended the invasion, allowing the Nagai to turn their efforts to reclaiming their homeworld.

ADVANCE OF THE NEW REPUBLIC

With the Ssi-ruuvi and Nagai threats repelled, the New Republic's military leaders returned to the question of how to turn their great victory at Endor into the reclamation of Coruscant. Wary of uniting the Empire's feuding fragments with a massive military campaign, Mon Mothma's admirals agreed to isolate several of the weaker warlords while giving the diplomats more time. New Republic warships, leaving Saijo, smashed the Eiattu pirates, a show of force designed to keep Prentioch bottled up around Bomis Koori and Delvardus caged in his Eriadu Authority. A victory at Glova cut Eriadu off from the Elrood and Minos sectors; from there, the New Republic bypassed Prentioch and secured a new base at Moorja. Next came a move to check Lambda sector and its Moff-turned-warlord, Par Lankin; at Glom Tho, the New Republic smashed an Imperial flotilla, then seized Kalarba and linked up with a task force sent from Bothawui. Lambda sector would survive as a pocket kingdom for three more years, but never prove a factor in the war. Emboldened by these early successes, the New Republic decided on a greater show of force, mobilizing at Kashyyyk for a successful raid on the prestigious Core world of Brentaal—a raid conducted with symbolic support from Recopia, one of the first of the Core Worlds to declare itself part of the New Republic.



Lord Shadowspawn

In the Outer Rim, the Mon Calamari were eager to strike back against the Imperial forces that had harried them throughout the Galactic Civil War. The Mon Cals scored an early victory at Emmer, isolated Makem Te, and prowled the Rimward borders of territory claimed by Warlords Teradoc and Zsinj. But their plans for a more aggressive move Coreward were thwarted by a ruinous Imperial raid on the secret Hast shipyards. The Mon Cals decided to limit themselves for a time to protecting for the emerging New Republic government, leaving Mon Calamari Space in force only to stop the Stenax rampage through the Gordian Reach the next year.

In 4 ABY New Republic forces had isolated several warlords, kept the Imperial fragments divided, and shown their flag in the Core. The next year would see larger engagements—and greater bloodshed. From Kashyyyk, New Republic forces checked Teradoc with a costly victory at Togoria and secured Contruum. A major victory at Colla let the New Republic return to Brentaal, but efforts to secure a front on the Hydian failed at Corsin. There a New Republic task force was defeated by Zsinj, who would emerge from the year with a higher profile and loftier ambitions.

Elsewhere, the New Republic pushed Coreward of Moorja, ending Delvardus's Coreward ambitions with a victory at the Battle of Yag'Dhul and seizing Thyferra before advancing to Bestine, Mrlsst, and Giju. Devastating battles were fought at Milagro and Mindor, leaving the inner systems within reach but the New Republic bloodied. A needed lift came late in the year, when a desperate Delvardus attempted to retake Sullust and was roundly defeated. Merciless assaults at Sanrafsix, Kabal, Clak'dor, and Sluis Van caved in his borders; the Eriadu Authority soon disintegrated, with its master fleeing into the Deep Core.

In 6 ABY the New Republic consolidated its hold, taking Denon in yet another savage battle on the Corellian Run. From Kashyyyk, forces pushed into the Inner Rim, seizing Reytha and forcing the abandonment of Gyndine and Cyrillia. On the Trade Spine, Prentioch was finally eliminated, taken prisoner at Bomis Koori. A few fortress worlds aside, the Empire had been pushed into the Colonies and Core below Hutt Space. Now it was time to secure further bases for the march on Coruscant. Moving again from Kashyyyk, the New Republic took Commenor. A push up the Hydian from Brentaal went less well: Imperial forces were beaten at Uviuy Exen and Drearia, but Zsinj won another key victory at Paqualis. The New Republic was now poised to assault the Core, having isolated Teradoc and managed to keep the powerful Pentastar Alignment out of the fight. Still, Zsinj had emerged as a formidable opponent.

ROGUE SQUADRON'S CAMPAIGNS

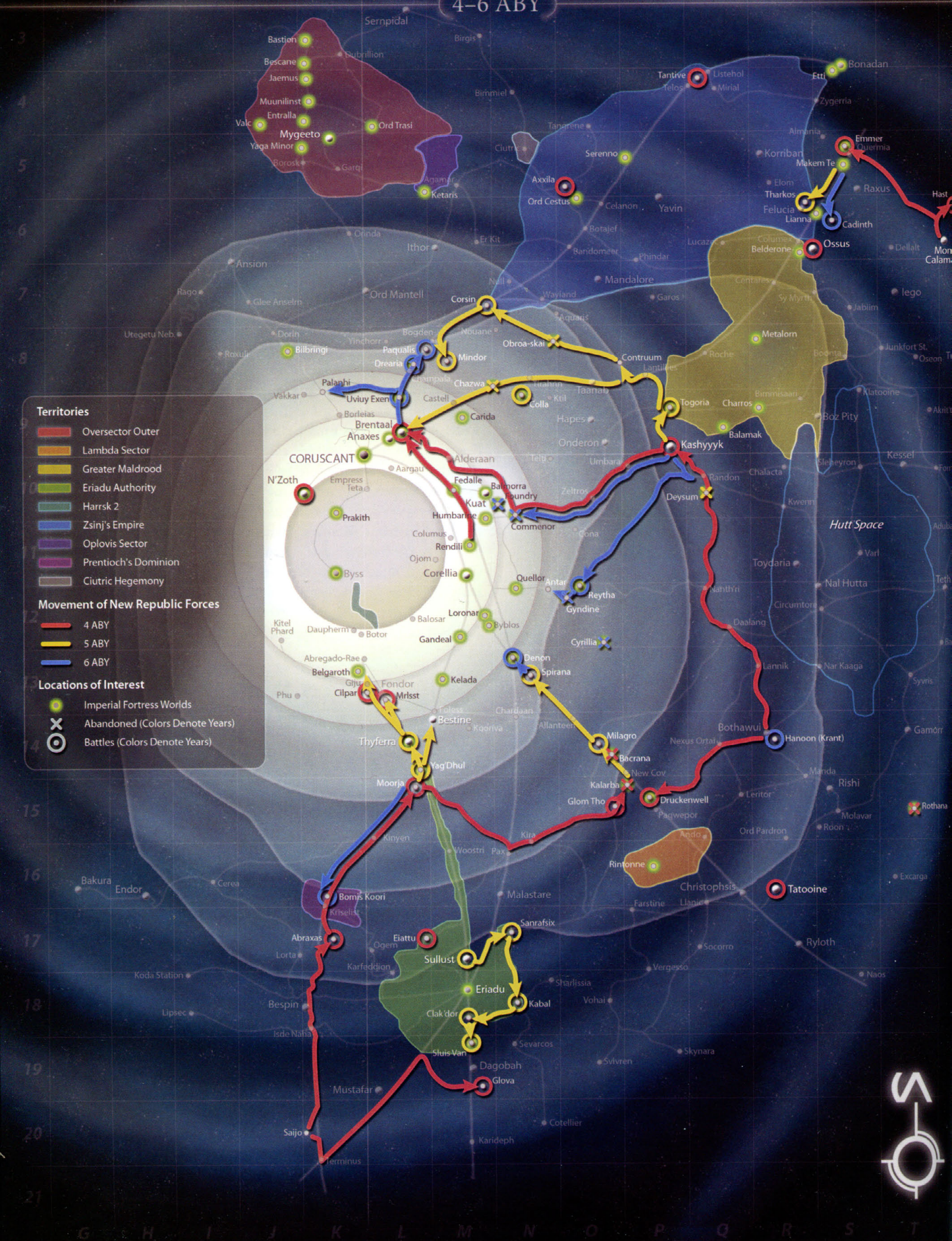
The legendary Rogue Squadron dates back to the aftermath of the Battle of Yavin, when Luke Skywalker and Wedge Antilles—the sole survivors of Red Squadron—flew together in Rogue Flight, paired with Renegade Flight as the Alliance sought to regroup at Hoth.

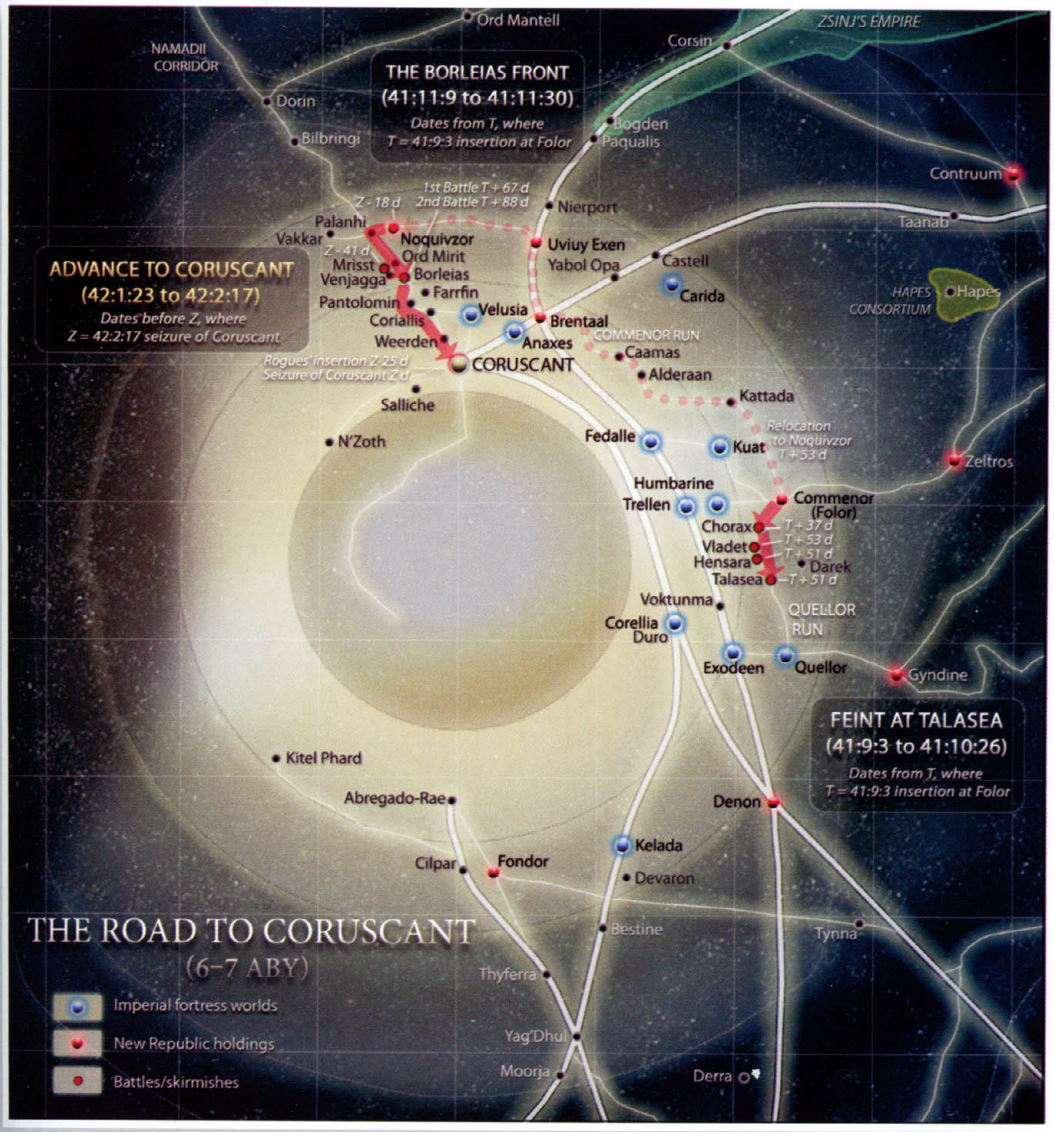
After Renegade Flight was destroyed, Luke and Wedge decided not to revive Red Squadron's name—instead, they expanded Rogue Flight into a loose grouping of pilots that could fly anything from X-wings to airspeeders. With Luke serving as Rogue Leader, the Rogues helped evacuate Echo Base, then won renown under Antilles's leadership as Alliance High Command engaged the Imperial fleet on a host of worlds. At the Battle of Endor, the Rogues were divided among a number of ad hoc squadrons, and Antilles revived Red Squadron for luck against the second Death Star.

The squadron was quickly put back together in time for action at Bakura; with Luke struggling to revive the Jedi Order, the Rogues were officially re-formed with Antilles commissioned as their leader. The Rogues fought at Cilpar, Mindor, Mrlsst, and Tatooine, pushed

THE NEW REPUBLIC ADVANCES

4–6 ABY


Territories
Oversector Outer
Lambda Sector
Greater Maldrood
Eriadu Authority
Harrsk 2
Zsinj's Empire
Oplovis Sector
Prentioch's Dominion
Ciutric Hegemony
Movement of New Republic Forces
4 ABY
5 ABY
6 ABY
Locations of Interest
Imperial Fortress Worlds
Abandoned (Colors Denote Years)
Battles (Colors Denote Years)
Sernpidal
Bastion
Bescane
Jaemus
Muunilinst
Entralla
Valc
Ord Trasi
Mygeeto
Yaga Minor
Ketaris
Tantive
Listehol
Telos
Mirial
Bonadan
Etti
Zygerria
Serenno
Axxila
Ord Cestus
Celanon
Yavin
Korriban
Emmer
Quermia
Makem Te
Tharkos
Felucia
Lianna
Cadinth
Raxus
Ossus
Belderone
Corsin
Mandalore
Ord Mantell
Ithor
Ansion
Obroa-skai
Contruum
Mindor
Paqualis
Drearia
Palanhi
Uviuy Exen
Chazwa
Colla
Carida
Brentaal
Anaxes
Togoria
Charros
Metalorn
Balamak
Kashyyyk
CORUSCANT
Alderaan
N'Zoth
Prakith
Fedalle
Balmorra
Foundry
Kuat
Humbarine
Commenor
Deysum
Hutt Space
Rendili
Byss
Corellia
Quellor
Antar
Reytha
Gyndine
Loronar
Byblos
Gandeal
Cyrillia
Denon
Spirana
Belgaroth
Cilpar
Mrlsst
Kelada
Fondor
Bestine
Thyferra
Milagro
Bacrana
Hanoon (Krant)
Bothawui
Yag'Dhul
Moorja
Kalarba
Glom Tho
Druckenwell
Rintonne
Tatooine
Bomis Koori
Malastare
Sanrafsix
Abraxas
Eiattu
Sullust
Eriadu
Kabal
Clak'dor
Sluis Van
Bespin
Dagobah
Glova
Mustafar
Saijo
Terminus
Karideph
Cotellier
Bakura
Endor
Cerea
Koda Station
Lipsec
Isde Nahal
Ryloth
Socorro
Vergesso
Naos
Sharlissia
Vohai
Skynara
Svivren
Sevarcos
Rothana
Gamorr
Nal Hutta
Toydaria
Kessel
Sleheyron
Klatooine
Boz Pity
Jabiim
Lego
Junkfort St.
Oseon
Nar Kaaga
Lannik
Rishi
Manda
Molavar
Ord Pardron
Christophsis
Farstine
Llanic
Excarga
Syvris
Varl
Teth
Nahth'ri
Circumtore
Daalang
Chalacta
Randon
Umbara
Onderon
Hapes
Taanab
Ktil
Castell
Vakkar
Borleias
Bilbringi
Roxulji
Utegetu Neb.
Dorin
Yinchorr
Bogden
Nouane
Lantillies
Roche
Birmnisaari
Aargau
Empress Teta
Columus
Ojom
Teltu
Zeltros
Gona
Kwenn
Kitel Phard
Daupherm
Botor
Abregado-Rae
Gjuta
Phu
Foloss
Charduan
Allanteen
Nexus Ortai
Pagwepor
New Cov
Ando
Kiray
Woostri
Pax
Kinyen
Lorta
Ogem
Karfeddion
Qoda Station
Isde Nahal
Lipsec
Bespin
Sluis Van
Dagobah
Glova
Mustafar
Saijo
Terminus
Karideph
Cotellier
Svivren
Skynara
Sevarcos
Vohai
Sharlissia
Naos
Vergesso
Socorro
Ryloth
Lorta
Abraxas
Eiattu
Sullust
Sanrafsix
Malastare
Bomis Koori
Kriselist
Bakura
Endor
Cerea
Rintonne
Ando
Woostri
Pax
Kinyen
Kira
Pagwepor
Glom Tho
Druckenwell
Leritor
Nexus Ortai
Bothawui
Hanoon (Krant)
Milagro
Bacrana
New Cov
Kalarba
Moorja
Yag'Dhul
Thyferra
Bestine
Foloss
Charduan
Allanteen
Fondor
Mrlsst
Cilpar
Belgaroth
Gjuta
Phu
Kelada
Abregado-Rae
Kitel Phard
Daupherm
Botor
Balosar
Loronar
Byblos
Gandeal
Cyrillia
Denon
Spirana
Quellor
Antar
Reytha
Gyndine
Corellia
Byss
Rendili
Ojom
Columus
Gona
Humbarine
Commenor
Kuat
Fedalle
Balmorra
Foundry
Prakith
N'Zoth
Empress Teta
Aargau
CORUSCANT
Alderaan
Teltu
Umbara
Onderon
Hapes
Taanab
Ktil
Castell
Vakkar
Borleias
Brentaal
Anaxes
Carida
Colla
Chazwa
Uviuy Exen
Palanhi
Drearia
Paqualis
Mindor
Obroa-skai
Contruum
Lantillies
Roche
Togoria
Charros
Birmnisaari
Metalorn
Balamak
Kashyyyk
Deysum
Hutt Space
Nahth'ri
Circumtore
Daalang
Chalacta
Randon
Zeltros
Kwenn
Toydaria
Varl
Nal Hutta
Teth
Nar Kaaga
Lannik
Rishi
Manda
Molavar
Ord Pardron
Christophsis
Farstine
Llanic
Excarga
Syvris
Gamorr
Rothana
Roon
Leritor
Pagwepor
Glom Tho
Druckenwell
Kalarba
New Cov
Bacrana
Milagro
Bothawui
Hanoon (Krant)
Rintonne
Ando
Woostri
Pax
Kinyen
Kira



into the Core to challenge the Empire at Brentaal, and raided the Ciutric Hegemony in an effort to rescue Sate Pestage.

The ruthless Ysanne Isard slew the Imperial Ruling Circle, assumed the throne, and proved a capable ruler, surviving her rivals' intrigues and refusing to be drawn out of the Core into fights with the New Republic and Imperial warlords alike. With diplomacy running out of steam, the New Republic accepted that only military action could break Isard's hold—and the fight would have to be brought to her.

Under Admiral Ackbar, the New Republic stormed through the border regions between Isard's territory and Imperial fragments such as those held by Zsinj, Krennel, and the masters of the Pentastar Alignment, while New Republic agents stirred up insurrections designed to keep the various post-Imperial holdings at odds. With worlds such as Kashyyyk and Mindor in New Republic hands, Rogue Squadron's next target was the Colonies world Borleias, code-named Blackmoon.

The First Battle of Borleias was a disaster; General Evir Derricote had set a trap for the Rogues, who needed a rescue from General Horton Salm's Y-wings to escape. Once Borleias was taken several weeks later, Ackbar sent the Rogues to Coruscant on an undercover mission to bring down the planet's shields. After they succeeded, Ackbar led an armada to the Imperial capital and captured it—only to discover that Isard had unleashed the deadly Krytos virus. With nonhumans dying in droves, Coruscant became a burden, not a prize.

The New Republic was forced to spend millions of credits on bacta to treat the Krytos virus; Isard, meanwhile, managed to get elected Head of State of the bacta-producing world of Thyferra. With the New Republic loath to intervene in Thyferran politics, the Rogues resigned en masse and launched an ostensibly private war against Isard, whom Antilles outmaneuvered and defeated at the Battle of Thyferra.

With Coruscant lost and Isard apparently dead, the Empire's erosion accelerated. The New Republic moved against Zsinj, a former Grand Moff and admiral turned warlord who commanded a swath of territory around the Hydian Way from the Inner Rim to the Corporate Sector. Backed by a substantial fleet built around the Super Star Destroyer *Iron Fist*, Zsinj seemed willing to pursue war on any number of fronts: He clashed with his rival warlords and Isard's forces and harried the New Republic's rear during the drive to Coruscant. Rogue Squadron played a key role in the campaign against Zsinj—as did Wraith Squadron, a new unit assembled by Antilles and nicknamed the New Republic's back-alley vibroblades.

The Wraiths defeated Zsinj at Ession, foiled his theft of the Super Star Destroyer *Razor's Kiss* from Kuat, and defeated his Raptors at Jussafet, after which the Empire's Admiral Rogriss agreed to share intelligence about the warlord with the New Republic. Assaults by General Han Solo and Rogriss chipped away at Zsinj's territory. With support from the Rogues and Wraiths, Solo nearly caught Zsinj at Vahaba and Selaggis before finally killing him at Dathomir.

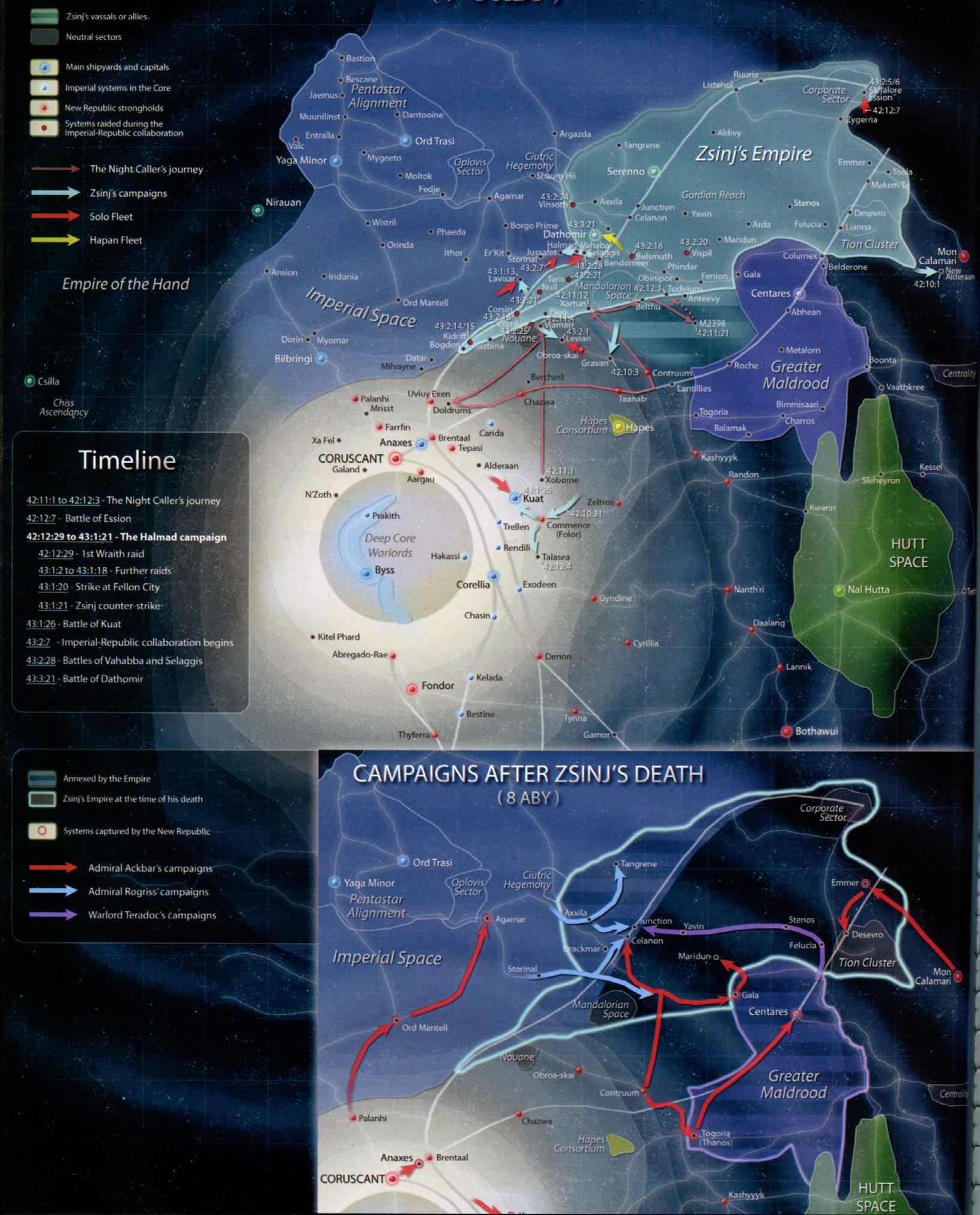
Zsinj's death didn't end the exploits of the Rogues—they would see action against Grand Admiral Thrawn, the Yuuzhan Vong, and the Corellian Confederation. After Coruscant, Thyferra, and Dathomir, their arrival was enough to strike terror in any foe.



Rogue Squadron (left to right): Wedge Antilles, Plourr Ilo, Derek "Hobbie" Klivian, Corran Horn, and Tycho Celchu

THE HUNT FOR ZSINJ

(7–8 ABY)


Zsinj's vassals or allies
Neutral sectors
Main shipyards and capitals
Imperial systems in the Core
New Republic strongholds
Systems raided during the Imperial-Republic collaboration
The Night Caller's journey
Zsinj's campaigns
Solo Fleet
Hapan Fleet
Empire of the Hand
Csilla
Chiss Ascendancy
Timeline
42:11:1 to 42:12:3 - The Night Caller's journey
42:12:7 - Battle of Ession
42:12:29 to 43:1:21 - The Halmad campaign
42:12:29 - 1st Wraith raid
43:1:2 to 43:1:18 - Further raids
43:1:20 - Strike at Fellon City
43:1:21 - Zsinj counter-strike
43:1:26 - Battle of Kuat
43:2:7 - Imperial-Republic collaboration begins
43:2:28 - Battles of Vahabba and Selaggis
43:3:21 - Battle of Dathomir
Annexed by the Empire
Zsinj's Empire at the time of his death
Systems captured by the New Republic
Admiral Ackbar's campaigns
Admiral Rogriss' campaigns
Warlord Teradoc's campaigns
Bastion
Bescane
Jaemus
Pentastar Alignment
Muunilinst
Dantooine
Entralla
Valc
Ord Trasi
Yaga Minor
Mygeeto
Oplovis Sector
Moltok
Fedje
Nirauan
Wistril
Phaeda
Orinda
Ithor
Ansion
Iridonia
Ord Mantell
Imperial Space
Dorin
Myomar
Bilbringi
Datar
Milvayne
Palanhi
Mrisst
Farrfin
Xa Fel
Anaxes
Brentaal
Tepasi
CORUSCANT
Galand
Aargau
N'Zoth
Prakith
Deep Core Warlords
Byss
Hakassi
Corellia
Kitel Phard
Abregado-Rae
Fondor
Bestine
Thyferra
Chasin
Uviuy Exen
Doldrums
Carida
Alderaan
Kuat
Trellen
Rendili
Talasea
42:12:4
Exodeen
Gyndine
Cyrillia
Denon
Kelada
Tynna
Gamor
Argazda
Tangrene
Ciutric Hegemony
Shaum Hii
Agamar
Vinsoth
Axxila
Junction
Celanon
Serenno
Zsinj's Empire
Aldivy
Gordian Reach
Yavin
Arda
Stenos
Desevro
Lianna
Felucia
Emmer
Toola
Makem Te
Dathomir
Halmad
Vahabba
Selaggis
Jussafet
Er'Kit
Storinal
Bandomeer
Belsmuth
Vispil
Maridun
Tion Cluster
Columex
Belderone
Mon Calamari
New Alderaan
42:10:1
Phindar
Obinipor
Fenion
Gala
Centares
Abhean
Todirium
Anteevy
Belthu
Mandalorian Space
Xartun
Corsin
Ploo
Viamar
Levian
Nouane
Lazbina
Bogden
Kidriff
Obroa-skai
Gravan
Berchest
Contruum
Taanab
Lantillies
Roche
Greater Maldrood
Metalorn
Boonta
Centrality
Vaathkree
Bimmisaari
Charros
Togoria
Balamak
Hapes Consortium
Hapes
Kashyyyk
Randon
Kessel
Sleheyron
Kwenn
HUTT SPACE
Nal Hutta
Nanth'ri
Daalang
Lannik
Bothawui
Tet
Xobome
Zeltros
Commenor (Folor)
Chazwa
Berchest
Xagobah
Null
Taris
Lavisar
Kidriff
Milvayne
Storinal
Jussafet
Halmad
Vahabba
Selaggis
Bandomeer
Belsmuth
Vispil
Phindar
Obinipor
Fenion
Gala
Centares
Abhean
Todirium
Anteevy
Belthu
Xartun
Ploo
Viamar
Levian
Nouane
Obroa-skai
Gravan
Contruum
Roche
Greater Maldrood
Metalorn
Boonta
Centrality
Vaathkree
Bimmisaari
Charros
Togoria
Balamak
Hapes Consortium
Hapes
Kashyyyk
Randon
Kessel
Sleheyron
Kwenn
HUTT SPACE
Nal Hutta
Nanth'ri
Daalang
Lannik
Bothawui
Tet
Xobome
Zeltros
Commenor (Folor)
Chazwa
Taanab
Lantillies
Togoria
Bimmisaari
Charros

AN IMPERIAL RESTORATION

Cutting short a contentious New Republic Council meeting, a fed-up Mon Mothma once declared to Admiral Ackbar and Borsk Fey'lya: "Settling scores is no way to govern a galaxy."

After the defeat of Zsinj, the prestigious Core world of Anaxes surrendered to the Republic, a significant blow to Imperial dreams of reconquest. With the fabled Defender of the Core in Republic hands, Mothma argued for letting the remaining post-Imperial holdings rot. Let the shrunken Empire, Ardus Kaine's Pentastar Alignment, and Prince-Admiral Krennel's Ciutric Hegemony sulk in the backwater sectors of the New Territories. Let fortress worlds such as Carida and Eriadu dream of renewed glories. Emperor Palpatine wasn't returning from the grave, no matter what New Order dead-enders might dream.

No, Mothma convinced her ministers, the New Republic would be better served by rebuilding its forces and knitting the fabric of galactic society back together, enforcing long-neglected laws and restoring the Senate. The post-Imperial holdings had been bloodied themselves; as long as they showed no overt territorial ambitions, Mothma was content to let them keep their economically stunted quarter of the galaxy and see if the pitiless math of economics and the lure of democracy could achieve victory more quickly and peaceably than war.

For a brief time, the galaxy was at peace. Beyond the Hydian Way in the New Territories lay the post-Imperial holdings, their rule broken by a handful of New Republic enclaves. Between the Hydian and the Perlemian, the Trans-Hydian became unofficially known as the Borderlands, a region marked by divided loyalties as well as systems that sought to maintain their neutrality. (The term also referred to other pockets of neutral or disputed space.) Below the Perlemian, most of the galaxy was controlled by the New Republic, though many systems and sectors had yet to return representatives to Corsucant, and in the Outer Rim the New Republic's authority was largely theoretical more than a few light-years from the major trade routes.

Into this uneasy peace came Grand Admiral Thrawn, returned from his exile in the Unknown Regions. The Chiss officer rallied the Empire's Moffs with his loathing of the "Rebellion," his canny reorganization of the fleet, and a series of lightning strikes against troublesome pirate nests. He then launched a series of much-celebrated raids against New Republic border holdings. That rallied the military in the Alignment to his cause and earned him the support of the powerful D'Asta family. Fearing coups, Kaine and Krennel agreed to give Thrawn command of a temporary military confederation. (Thrawn himself kept the warlords marginalized by never acknowledging that his Empire was not, in fact, a single political entity.)

Thrawn liked to say that no territorial acquisition was as valuable as information: His first strike came at Obroa-skai, a key library world in the Borderlands. Information seized there led him to the Emperor's forgotten storehouse on Wayland, where he collected items of great import to his coming campaign: a functional cloaking device; an array of Spaarti cloning cylinders; and the insane Dark Jedi Joruus C'baoth, a clone of the Jedi Master who'd vanished into the Unknown Regions a generation before.

The combination of C'baoth's Force talents and Thrawn's tactical genius made the revitalized Imperial fleet a force to be reckoned with. The ability to build a clone army far faster than the Republic or Empire ever had could jump-start Thrawn's offensive, particularly if he could find or seize more warships. And Thrawn saw that by claiming to hold a vast territory, the New Republic had made itself vulnerable. To keep the confidence of the New Republic's member worlds, Ackbar and his admirals had to hold every world; to shatter that confidence, all Thrawn had to do was win scattered strikes.

Thrawn's forces struck at Bpfassh and two other systems deep in New Republic territory, then raided Lando Calrissian's mining operations on Nkllon, making off with fifty-one mole miners, burrowing vehicles that could bore through a starship's hull. He then raided the New Republic shipyards at Sluis Van, hoping to make off with half a hundred warships for his clone crews.

The raid failed when Calrissian reactivated the miners remotely, damaging the ships Thrawn sought to steal at the price of taking them out of commission. Thrawn retreated, but continued his raids against the likes of Taanab, Sarka, New Cov, Corfai, and Pantolomin. And he was closing in on a new fleet for his clones: the long-lost *Katana* fleet. Consisting of two hundred Dreadnaughts, the so-called Dark Force had been lost before the Clone Wars, when a hive virus drove its crews insane and the Katana's captain jumped the entire force blindly into hyperspace. Thrawn found the Dark Force before the New Republic could, and made off with 178 warships.



Grand Admiral Thrawn and Captain Gilad Pellaeon

He had his fleet, and he intended to use it. His first strike came in the Rimward sectors of the Corellian Run, where the New Republic's grip was already tentative. Feints at Ando, Filve, and Crondre drew a frantic response from the New Republic base at Ord Pardron. Having lured out its ships, Thrawn pounded Ord Pardron, and then used a bit of Force-enhanced sleight of hand to trick the agriworld of Ukio into surrendering. Further attacks with Star Destroyers backed up by Dreadnaughts sowed terror throughout the New Republic.

It was a classic example of the age-old "stateless" strategy: No place was safe, and neither Coruscant's empty promises nor the overstretched New Republic fleet could change that. Formerly neutral systems and sectors accepted Imperial rule, while New Republic systems and sectors fell to Thrawn or accepted his rule, swiftly doubling his holdings—particularly after Thrawn launched an audacious raid on Coruscant itself, seeding its planetary orbit with cloaked asteroids and paralyzing the capital.

Enough was enough, Admiral Ackbar decided—it was time to take the fight to the Empire. The New Republic launched a raid on

THRAWN'S CAMPAIGNS
(9 ABY)



the Imperial shipyards at Bilbringi. That was exactly what Thrawn had hoped his Mon Calamari rival would do. The time for raids and tricks had passed—winning a major showdown would cripple the New Republic effort and ruin its already shaky morale.

Ackbar's Mon Cal star cruisers and Rogue Squadron's starfighters emerged from hyperspace at Bilbringi to find Thrawn waiting in force. Despite assistance from a flotilla of smugglers led by Talon Karrde, Thrawn's victory seemed inevitable. But then, shockingly, the Grand Admiral was dead, assassinated by a Noghri bodyguard who'd been biding his time.

Thrawn's second in command, Gilad Pellaeon, had watched in awe as the Grand Admiral doubled the size of the Empire's holdings and revealed the New Republic's fundamental weaknesses. But Pellaeon had also seen that Thrawn's genius and charisma were the only real advantages. Without them, the Empire would soon crumble back into the pieces Thrawn had somehow assembled into a temporary whole. With Thrawn's dream dead, Pellaeon mustered what forces he could and retreated to the edge of Imperial territory.

LITTLE EMPIRES

The Empire continued to exist after the Battle of Endor, though its territory waxed and waned with the fortunes of war and a bewildering variety of claimants offered at least a plausible claim to the throne: Sate Pestage, Ysanne Isard, the Central Committee of Grand Moffs, Grand Admiral Thrawn, various permutations of the Imperial Ruling Council—and, of course, the reborn Emperor Palpatine.

The Empire had two chances to return to its former glory. The first came under Thrawn, who won the support of several major warlords, sidelined the others, and nearly won a crushing victory over the New Republic at Bilbringi in 9 ABY. The second came just a year later: Thrawn's campaigns had reminded many Imperial officers of the might of a unified Empire, and they heeded mysterious orders to convene in the Deep Core, until then written off as a hiding place for various warlords. Those orders came from the reborn Darth Sidious, who soon sent Imperial armadas to drive the New Republic out of the Core.



Warlord Zsinj

The Empire's swift victory was followed, however, by a vicious civil war—various Imperial factions turned on one another in an orgy of score settling known as the Imperial Mutiny, with Sidious content to watch. (And, some have suggested, driving the bloodletting through the dark side of the Force.) When the fighting was over, Palpatine revealed himself and began hammering New Republic targets with the Galaxy Gun, a planet destroyer that didn't need to leave his throneworld of Byss. The Galaxy Gun and Palpatine's own dark charisma cast a pall of fear over the galaxy, but in letting the various Imperial factions savage one another, Palpatine had ruined all that his protégé Thrawn had restored.

When Sidious finally died forever, the forces he'd commanded scattered to defend their fortress worlds, sectors, and satrapies. The Empire limped along as a state for less than a year under the rule of the Interim Council, disbanded by Xandel Carivus. Carivus proclaimed himself Emperor, but his forces were routed at Ord Cantrell by the Imperial loyalist Baron D'Asta and he was executed by the former Royal Guardsman Kir Kanos. Gilad Pellaeon would restore the Empire in name a year later, but his holdings were stitched together from Imperial satrapies in the northern quadrant, and referred to by all except the New Order's true believers as the Imperial Remnant.

The following are some of the most prominent "little Empires" that existed after the Battle of Endor:

The Pentastar Alignment

Ardus Kaine succeeded Wilhuff Tarkin as Grand Moff of the Outer Rim Territories, but Kaine was cut from very different cloth: a true adherent of the New Order and High Human Culture, but not particularly interested in expansionism. Upon assuming Tarkin's mantle, Kaine moved Oversector Outer's headquarters to Entralla in the New Territories, a region traditionally loyal to Coruscant. With the Emperor dead, Kaine grasped that Imperial authority would crumble in much of the Outer Rim, and consolidated his forces around Sartinaynian. When the Ruling Council focused on the defense of the inner systems, Kaine and his allies founded the insular, isolationist Pentastar Alignment.



Ardus Kaine, father of the Pentastar Alignment

Kaine was reviled for retreating to the New Territories and thereby aiding the Rebel cause; he riposted that Palpatine's would-be successors were all incompetent, and he would be loyal to any ruler with a vision worthy of the Empire. When Thrawn returned from the Unknown Regions, he was forced to prove he meant it.

The Alignment contributed forces to Thrawn's cause without explicitly acknowledging his authority, but Kaine couldn't hedge his bets when Palpatine returned: The reborn Emperor demanded that the former Grand Moff join the other Imperial factions. Called to account, Kaine was killed

during Operation Shadow Hand. But he left a legacy: The Alignment worlds became the heart of Gilad Pellaeon's new Empire a year after Kaine's death. (For more on the Pentastar Alignment, see page 205.)

Zero Command

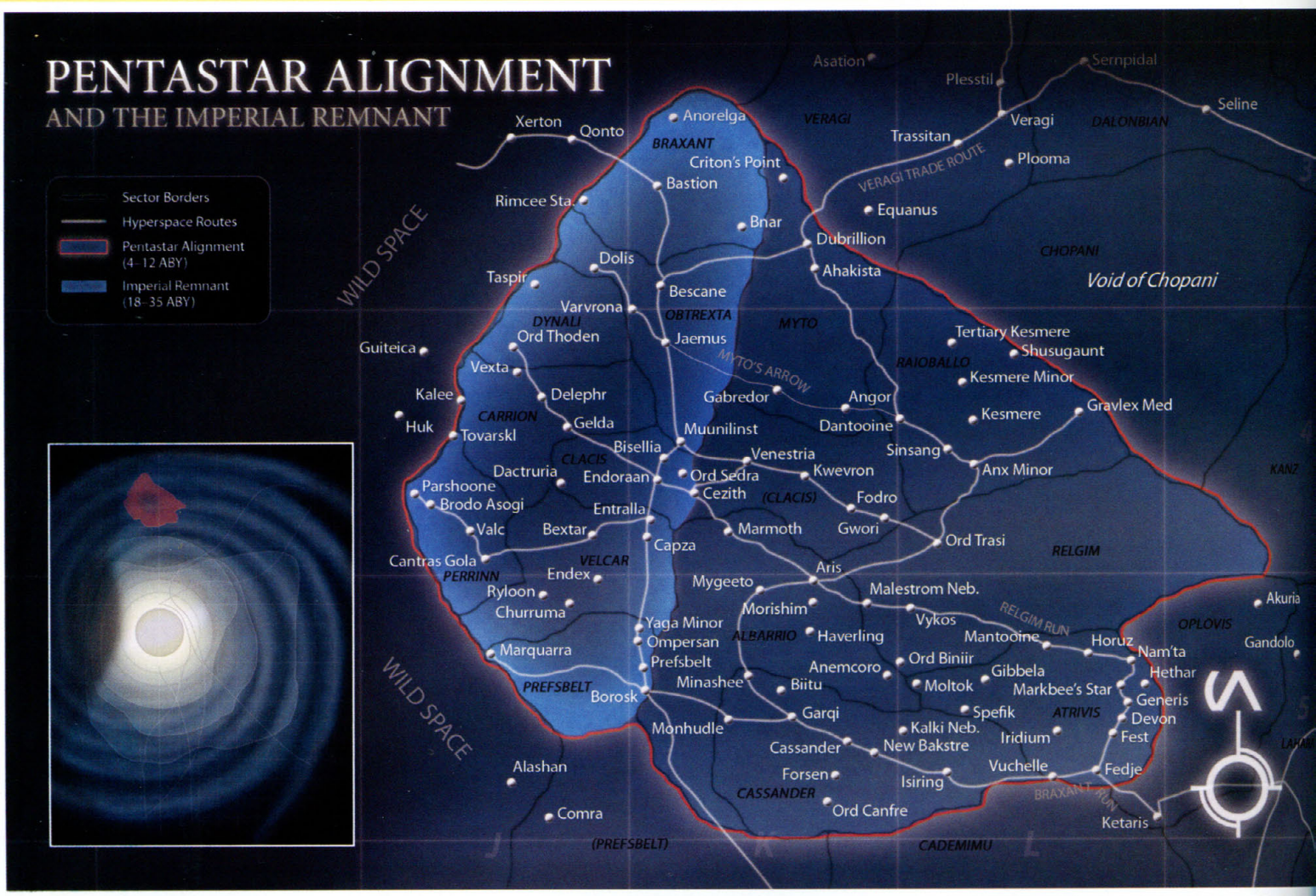
Admiral Blitzer Harrsk became the first of the post-Endor rulers when he refused to fall back from Annaj to Yag'Dhul after the destruction of the second Death Star. Instead, Harrsk took his task force to the Deep Core, where he claimed a number of systems around Kalist as a protectorate, dubbed Zero Command, with himself as Lord High Admiral. With Coruscant's attention elsewhere, Harrsk expanded Zero Command to include a number of worlds in the Southern Core, including Abregado-rae and planets at the head of the Rimma Trade Route. He also sought to expand his holdings by maintaining forces in the Outer Rim's Atravis sector, an effort that failed to vault him to power after the Battle of Endor but would bear fruit in later years.

Unlike some of his rivals, Harrsk kept close tabs on the galaxy beyond the Deep Core, actively recruiting disaffected Imperial forces to his cause, most prominently those of the assassinated Grand Admiral Batch. He also made occasional overtures to other factions, offering his services to Sate Pestage in 4 ABY and aiding Ysanne Isard two years later. Harrsk served the reborn Palpatine, and after the Dark Empire's implosion he held on to his chunk of the western Core and began a renewed recruitment drive in Atravis in 12 ABY. Harrsk's efforts brought him into conflict with Treuten Teradoc, a battle ended by the entreaties of Admiral Daala. Trusting Daala was his undoing: She led Harrsk and eleven other warlords to a conference at Tsoss Beacon, where they were poisoned.

The Greater Maldrood

Lacking orders from Coruscant after the Battle of Endor, Admiral Treuten Teradoc of the Maldrood sector moved quickly to secure a swath of territory in the Mid Rim. Teradoc kept Centares as his headquarters, moving Rimward and Coreward to snap up systems on the Perlemian. Teradoc locked up sufficient resources to ensure his self-sufficiency: two shipyards (Abhean and Thanos), industrial worlds (Belderone, Charros, Metalorn, and Roche), trade centers (Centares and Bimmisaari), and a crucial agriworld in Balamak.

Teradoc might have thrived in his mini Empire, but he was distracted by his hatred of the New Republic and the Hutts, and his growing rivalry with Zsinj, his northern neighbor. Zsinj and Teradoc fought repeated border skirmishes, and when Zsinj died at Dathomir, Teradoc rushed across the Perlemian to seize the worlds of the trailing Gordian Reach—only to find himself in a three-way fight with the



Empire's Admiral Teren Rogriss and the New Republic's Admiral Ackbar. Teradoc bested Rogriss at Junction, attracting a number of Zsinj's warships to his cause, but was soundly beaten at Maridun and Thanos by Ackbar. With the New Republic closing in on multiple fronts, Teradoc abandoned his territories and fled for Hakassi in the Deep Core, where his extensive fleet made him a force to be reckoned with.

Teradoc answered the reborn Palpatine, retreating to his holdings after the destruction of Byss and attracting Pellaeon to his service, dubbed Crimson Command. But he then wasted time and units feuding with his rival Harrsk. He was betrayed by Daala and died at Tsoss Beacon.

Zsinj's Empire

This former Grand Moff's bombast led many in the New Republic to dismiss him as a clown better suited to the villain role in a cheap holodrama. But Zsinj (he had no first name) was a ruthless adversary and a wily schemer, and his rabble-rousing talk of rebuilding the Empire in the Core attracted loyalist Imperials weary of chaos and disillusioned followers of other warlords. Zsinj moved carefully at first, consolidating his hold over the Quelii Oversector and forming his own elite military force, the Raptors. With his power base secure, Zsinj then took over the Tion Hegemony, extended his "protection" to the Corporate Sector, and snapped up territory along the Hydian Way abandoned by Grand Moff Kaine.

Beyond border conflicts with Teradoc, Zsinj left his rivals largely alone, coexisting with the Pentastar Alignment, the Ciutric Hegemony, and the loyalist Empire and emerging as a looming threat to the galaxy. When the New Republic drove into the Core, he began launching hit-and-run attacks on its forces. Deciding the time was right for a confrontation, he seized minor rivals' territory and began a lengthy duel with Han Solo and Rogue Squadron while using covert agents to undermine the New Republic. A raid on Kuat, still a loyalist system, almost gave Zsinj a second Super Star Destroyer, but it failed—and angered the Empire, which allowed Admiral Rogriss to quietly share tactical information with Solo. Zsinj had overreached: Rogriss and Solo chipped steadily away at Zsinj's territory, and the warlord was killed by Solo at Dathomir.

The Eriadu Authority

A minor member of the extended Tarkin family, Admiral Sander Delvardus served under Grand Moff Kaine, defending the Seswenna sector. He refused to follow Kaine into the New Territories, and amassed a following of like-minded defectors. After Endor, he moved Coreward from his headquarters at Eriadu, securing the Rimma Trade Route as far Coreward as Yag'Dhul. He soon fell out with Eriadu's ruling families, however—they wanted him to defend the system's interests, while he dreamed of securing the Rimma as a jumping-off point for an invasion of the Core. Worse, Delvardus tried to take Sullust, a key member of the newborn New Republic. He was defeated by Sien Sovv at Sullust a year after Endor and, with Sullustan forces on the march, fled into the Deep Core, where he poured his resources into the construction of an advanced Super Star Destroyer, the *Night Hammer*. Delvardus would reappear during Operation Shadow Hand, savaging the Core world of Metellos. After he died at Tsoss Beacon, Admiral Daala seized the *Night Hammer* as her own.

The Ciutric Hegemony

A pocket Empire of twelve major systems, the Hegemony was the stronghold of Sate Pestage, who fled there after his attempt to strike a deal with the New Republic was uncovered by Ysanne Isard and the Ruling Council. He was killed by Admiral Delak Krennel, who took the Hegemony as his own. Krennel turned the Hegemony into a sanctuary for displaced adherents of the New Order and even made some peace overtures to the New Republic. But he also suppressed aliens' rights, researched the Pulsar Station superweapon, and schemed with a clone of Ysanne Isard. After Krennel provided assistance to Thrawn, the New Republic invaded the Hegemony and killed the self-styled Prince-Admiral.

The Constitutional Protectorate of Prakith

In the end, Foga Brill proved a lesson in survival as a warlord. The governor of the Deep Core fortress world of Prakith, Brill fortified his holdings after the Battle of Endor, awaiting a New Republic invasion that would never come. Brill refused all entreaties from Imperial factions and rival warlords, remaining barricaded in the Deep Core until long after the New Republic was secure on Coruscant. Cut off from the rest of the galaxy, Prakith sank further and further into paranoia and poverty, and finally Brill was betrayed from within: In 18 ABY his officers killed him and sued for peace with the New Republic.

THE DARK EMPIRE (10—11 ABY)

To go from unimaginable triumph to utter ruin in less than a year . . . it was more than many officers could bear. When word reached us of Byss's destruction, I knew in my heart that the Empire had died with it.

—Captain Sergus Lanox of the Star Destroyer *Imperial Hazard*

The galaxy believed that Emperor Palpatine had died at Endor, but the Sith Master found a path back from the netherworld through a combination of mysticism and cloning. He made his presence known to the galaxy in 10 ABY, bringing about a horrific year of defeat and hysteria.

After his rebirth, the Emperor convalesced on Byss, one of many safeworlds discovered during the Deep Core mapping operations undertaken in the years leading up to the Clone Wars. The New Republic, while aware of the existence of Byss, considered it a civilian colony both insignificant and unreachable. No one knew its exact location; the planet's inhabitants had reached it aboard Imperial colonization arks, and the few traders who ran supplies to Byss used encrypted routes supplied to them by Byss Port Authority. Shielded from scrutiny, Byss made the perfect assembly area for Palpatine's Dark Empire.

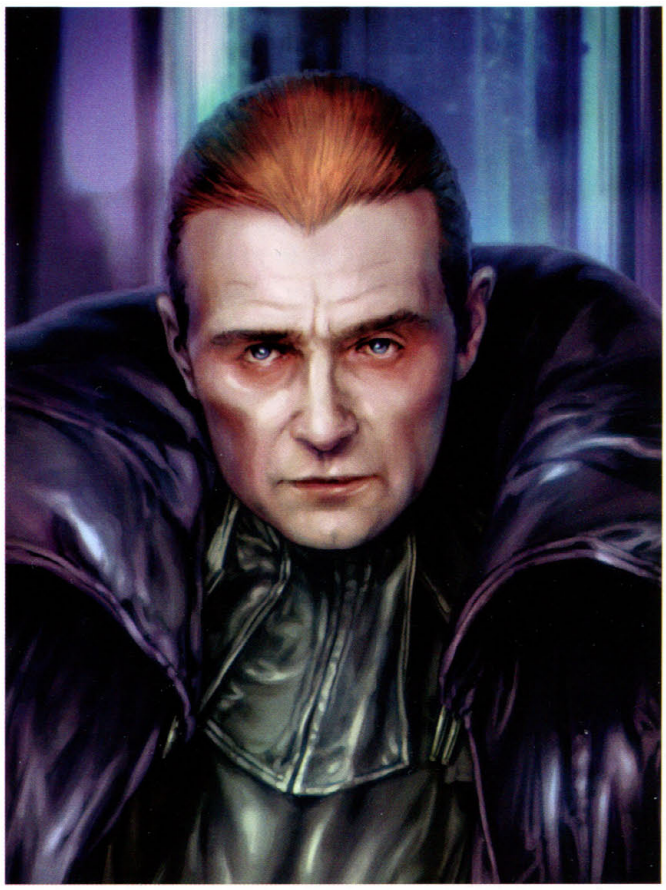
Palpatine's agents made their earliest petitions to the warlords squatting in the Deep Core's fringes, most notably Harrsk, Teradoc, and Delvardus. Few knew the true identity of the power broker on Byss, but all feared getting cut out of the spoils if they rejected membership in this new coalition. The surviving members of the Emperor's Ruling Council signed on next, and they brought aboard the Moffs and fleet commanders who ruled the Empire proper in the wake of Thrawn's death.

Most factions within Palpatine's alliance hated one another, but their unified assault brought the New Republic to its knees. From out of the Deep Core came an assemblage of warships greater than any predicted by New Republic Intelligence, including game-changing superweapons such as the superlaser-equipped flagship *Eclipse* and the city-eating World Devastators.

The Imperials struck at Sector Zero, conquering Kaikielius, Metellos, and Alsakan in rapid succession and initiating an orbital bombardment of Coruscant's planetary shields. Admiral Ackbar and the New Republic fleet, out chasing rumored sightings of Thrawn's remnant forces in the Outer Rim, could not respond in time to blunt the first wave. The New Republic government evacuated, and the galactic capital fell under Imperial control once again.

The New Republic knew that the unified Imperials could not maintain their torrid pace, and waited for the inevitable stall before they launched their counterattack. But the next development proved even worse than the most pessimistic analysts had predicted.

The New Republic had essentially abandoned the Core to the revived Empire, relocating its command staff to Da Soocha in Hutt Space. But with roughly the entire northern quadrant spread before them, the Imperials indulged their petty hatreds. The Empire collapsed in a six-way civil war known as the Imperial Mutiny, with the Ruling Council, the Moffs, the fleet commanders, the Inquisitorius, COMPNOR, and the Imperial Security Bureau wrestling over their gains and reducing Coruscant to a depopulated ruin.



Palpatine reborn

The New Republic used the chaos to stage retaliatory raids, but the enemy's merciless tactics threatened to leave nothing to reclaim. Emperor Palpatine chose this moment to make his presence known, but his actions seemed motivated solely by revenge. Palpatine made no effort to quell the Imperial Mutiny (viewing the carnage as "culling the weak"), and dispatched his World Devastators against distant Mon Calamari.

A New Republic team led by Han Solo and Leia Organa Solo reached Byss by hitching a ride with a Nar Shaddaa cargo-hauling team. There they attempted to rescue Luke Skywalker (who had tried to take down Palpatine's operations from within), and succeeded in obtaining the control codes for the World Devastators.

The codes shut down the automated attackers and saved Mon Calamari, but Emperor Palpatine followed the fugitives to Da Soocha in his flagship *Eclipse*. In a last-minute reversal, a dark side Force storm intended to obliterate the New Republic headquarters consumed the Emperor instead—leaving the Dark Empire leaderless.

Operation Shadow Hand

Palpatine, however, had built a regime that could run on autopilot. His loyalists on Byss launched a wave of assaults under the code name Operation Shadow Hand, targeting worlds in the

Core and Colonies lying adjacent to the territory conquered in the initial campaign. Balmorra, Kuat, and Duro were among the manufacturing centers targeted by Imperial Executor Sedriss.

By this point in the war, Palpatine's spirit had returned in a fresh clone body, though his madness had only deepened. Rather than fortifying his recent gains, Palpatine struck at new targets using his latest superweapon, the Galaxy Gun. Hyperspace missiles, fired from the Galaxy Gun in orbit around Byss, destroyed the New Republic headquarters on Da Soocha and forced the High Command to regroup in the abandoned space city Nespis VIII. Elsewhere—from Nar Shaddaa, Ganath, and Ossus—forgotten survivors of the Jedi Purge emerged to join Luke Skywalker's embryonic Jedi Order.

Setbacks occurred when a ground assault led by General Lando Calrissian failed to breach Byss's command citadel. A team of Imperial kidnappers narrowly missed capturing Han Solo's family on New Alderaan. And Palpatine hit Nespis VIII with a shot from the Galaxy Gun, vaporizing the ancient construct and scattering the New Republic leadership for a third time.

Evidence of the Galaxy Gun's planet-killing abilities caused frightened territories in the Inner and Outer Rims to reaffirm their loyalty to Palpatine. The New Republic knew it needed to make a decisive, crippling strike, and got its chance when the Emperor's replacement flagship *Eclipse II* menaced Onderon.

The Emperor, who had failed to preserve his deteriorating clone body through dark side studies on Korriban and Vjun, believed that he needed to hijack the body of the infant Anakin Solo from a safehouse on the surface of Onderon. Instead, he died in the attempt, and the sacrifice of one of Luke Skywalker's students guaranteed that Palpatine could never again return from the netherworld.

An orbital battle above Onderon allowed Lando Calrissian and a team of saboteurs to slip aboard the *Eclipse II*. They then programmed it with a hyperjump that put it on a collision course with Byss. The Galaxy Gun, caught in the middle of the resulting smash, released a projectile that spiraled into Byss and annihilated the capital of the Dark Empire.

Because the Imperial conquerors had made no attempt at governance, most planets in the subjugated territories immediately announced their allegiance to the New Republic. Mon Mothma and other leaders returned to Coruscant and announced plans to rebuild its devastated cityscape. The Core reverted to New Republic control.

Yet Imperial might remained strong within the northern quadrant, particularly within a band that extended from the Colonies at Pantolomin and out to the Outer Rim as far as Birgis. It was here that Palpatine's would-be successor Carnor Jax established his Crimson Empire.

DECLINE AND FALL

Historians look at the Dark Empire as the final death spasm of the kingdom forged by Palpatine from the fragments of the Old Republic. After the Dark Empire's collapse in 11 ABY, Imperial territory dried up like a puddle in noonday sunlight.

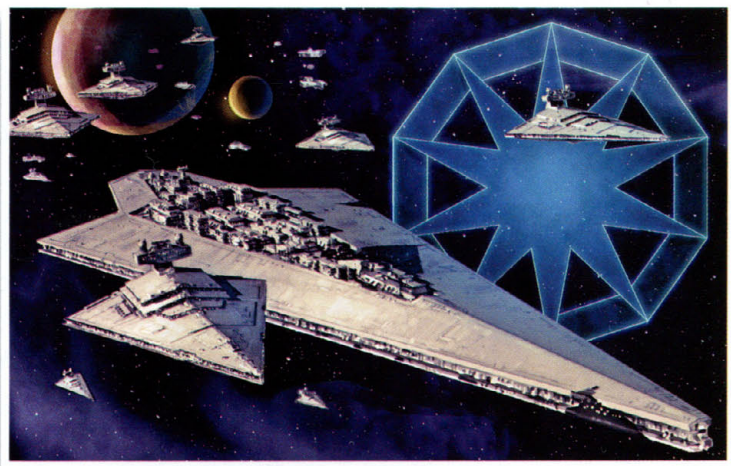
The Pentastar Alignment

One of the most significant Imperial governments still standing in 11 ABY could be found in the Pentastar Alignment. Established in the wake of the Battle of Endor by Grand Moff Ardus Kaine, the Alignment was often mentioned in the same breath as Harrsk's Zero Command and other breakaway warlord kingdoms. Yet Kaine viewed the Imperial warlords with contempt. He pledged the Pentastar Alignment to the principles of Palpatine's New Order, and considered himself an agent of change who had brought about a necessary evolution in Imperial rule.

The Pentastar Alignment, so named because its charter carried the signatures of five founders (Kaine, Governor Ib Dekeet, Commerce Master Commissioner Gregor Raquoran, and the corporate heads of Dynamic Automata and Galentro Heavy Works), encompassed most of the Outer Rim between Muunilinst and Agamar. Its borders reflected the limits of Kaine's influence. Beginning in 0 ABY with the death of Grand Moff Tarkin, Kaine assumed Tarkin's dominion over Oversector Outer (the Outer Rim Territories) and relocated the Oversector's governmental capital from Tarkin's southern HQ of Eriadu to northerly Entralla. To the locals in the sectors surrounding Entralla, Kaine soon became a more frightening presence than Emperor Palpatine himself.

The upending of the political status quo after Endor allowed Kaine to draw borders for the Pentastar Alignment that not only protected his sphere of influence, but also maintained his grip on his favorite treasures. The inclusion of the Velcar Free Commerce Zone meant that the Pentastar Alignment would be economically self-sustaining. The inclusion of the Jaemus shipyards—not to mention the Super Star Destroyer *Reaper*—meant that the Alignment had enough muscle to flatten any challengers.

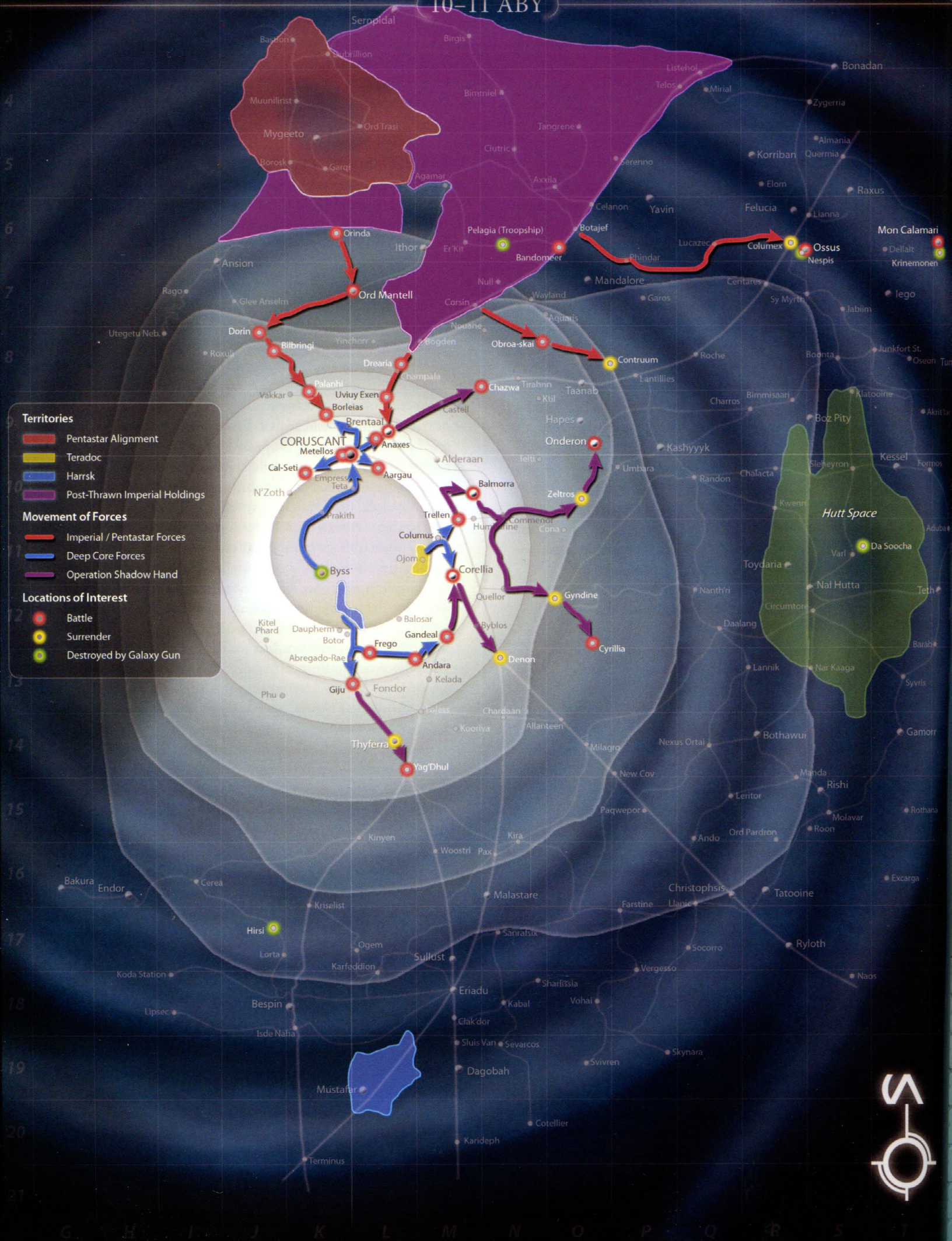
Because the Pentastar Alignment showed no aggression toward its neighbors, the New Republic left it mostly alone. The



The Pentastar Alignment fleet, including the Super Star Destroyer Reaper

OUT OF THE DEEP CORE

10–11 ABY



Pentastar Alignment even became a safe haven for high-ranking Imperials, including High Inquisitor Jerec and Grand Admiral Grant.

The Velcar Free Commerce Zone (VFCZ) formed the heart of the Pentastar Alignment as well as its economic engine. Essentially a miniature Corporate Sector, the VFCZ gave Pentastar-allied corporations license to strip entire worlds with outlaw industrial tactics such as atmosphere tapping. Planets from Endex to Bextar saw their ecosystems poisoned and their biospheres decimated. Dynamic Automata and the Galentro Heavy Works operated from the VFCZ worlds of Cantras Gola and Capza, respectively.

Kaine and his handpicked council ruled from Entralla, fountainhead of the Velcar sector and home to the bureaucrats of the Guild of Interstellar Merchants. The adjacent Obtrexta sector boasted more prize planets, including mechanized Bescane, lommite-rich Ord Thoden, and Jaemus, whose shipyards continued to win post-Endor contracts from both Kuat Drive Yards and Sienar Fleet Systems.

Kaine replicated many of the New Order's tenets within the Alignment's borders. His "improvements" included an Insurrection branch to stir up anti–New Republic propaganda, a Politorate branch to ensure loyalty among the citizenry, and a unique military force, the Pentastar Patrol.

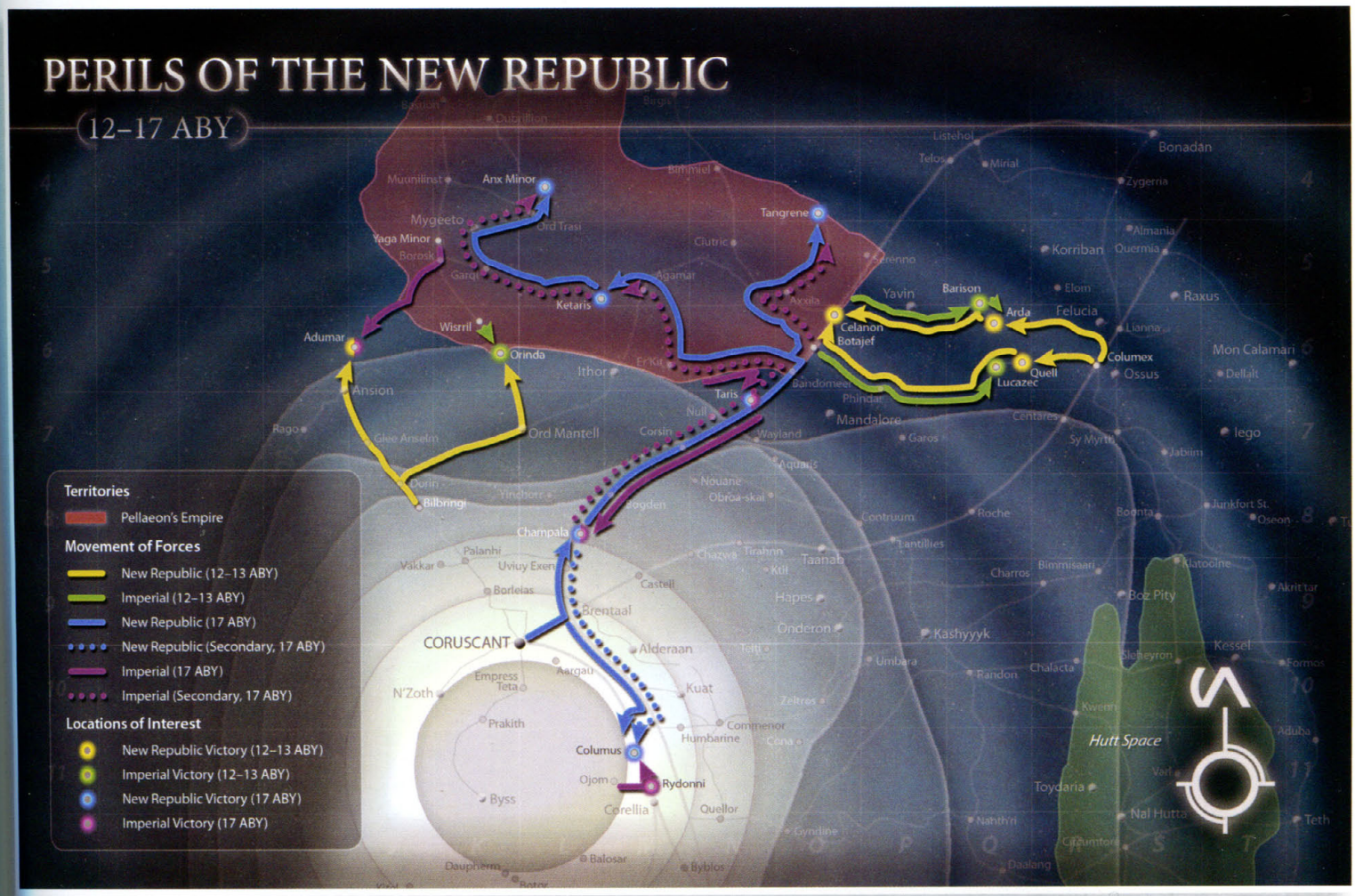
Kaine held his Pentastar Alignment together until the Dark Empire, when he joined with other Imperial factions in one last push for Imperial glory. He died during Operation Shadow Hand, and the Pentastar Alignment foundered until Admiral Pellaeon absorbed it as part of his "true Empire" restructuring in 12 ABY.

The Crimson Empire

So called because of the scarlet-robed Royal Guardsman at its head, the Crimson Empire emerged from the ruin of the Dark Empire and fell apart in less than a year. The Crimson Empire claimed a long strip of territory running from the Outer Rim to the Colonies, roughly adjacent to the Pentastar Alignment. With warlord factions scurrying back to the Deep Core (Pellaeon and many fleet elements among them) and the Pentastar Alignment stumbling following the death of Grand Moff Kaine, the Crimson Empire represented the only territory still answerable to centralized Imperial control.



Battle to the death on Yinchorr



A CLOSER LOOK: MON CALAMARI SPACE

Like several other advanced alien civilizations (including the Sith and the Herglics), the Mon Calamari developed an interstellar federation without any influence from the Republic. The Mon Cal mathematician Q-Viza is credited with inventing the Calamari cavitation hyperdrive, which—while exponentially slower than the standard Corellian model—allowed Mon Cal starliners to establish colonies on Ruisto, Mantan, and Hinakuu from 4400 to 4200 BBY.

These early footholds defined a rough sphere of territory that forms the border of Mon Calamari Space to this day. Despite their natural curiosity, the Mon Calamari enforced sharp limits on empire building, for reasons both practical (the travel limitations inherent to the cavitation hyperdrive) and psychological (their desire to shelter their homeworld behind a "reef" of breakwater settlements).

The seafloor-mining Quarren didn't share the Mon Cals' enthusiasm for star travel. Instead they found an outlet for their talents during construction of their homeworld's orbital shipyards. Metal-rich asteroids, holed by vacuum-suited Quarren miners, provided the raw materials needed to encircle Mon Calamari's blue globe with the gleam of zero-g construction yards and orbital dry docks. Fearing being left behind, the Quarren eventually staked claim to several uninhabited planets in Mon Calamari Space including Minntooine, Buchich, and Pammant.

For centuries, the Mon Calamari and Quarren interacted only with aliens whose homeworlds lay close by, such as the Florn lamproids and the Veubgri of Gbu. But in 4166 BBY Republic scouts (pushing forward during the hyperspace "brush clearing" that established the Perlemian's Rimward leg) made contact with Mon Cal starships near Ruisto. Despite this historic event, interaction between the two civilizations remained negligible for millennia. Only the savviest of Rim traders realized that Mon Calamari's shipyards were shaping up to be the equal of anything in the Core.

During the latter years of the Old Republic, Mon Calamari Space enjoyed honorary Senate representation as an allied territory. The Clone Wars, however, rapidly fragmented the region, as Quarren-dominated planets followed the lead of the revolutionary Quarren Isolation League in siding with Count Dooku's Separatists. On Minntooine and Pammant, the Quarren-dominated Free Dac Volunteers Engineering Corps churned out assault frigates and battle cruisers to feed the Separatist war machine.

The Empire made no distinctions among squabbling alien factions. After Palpatine's ascension to the throne, an Imperial occupation force locked down the Mon Calamari shipyards, triggering an unprecedented local uprising that forced the Empire's withdrawal. Now free, Mon Calamari Space covertly threw its support behind the Rebel Alliance. The MC80 star cruisers built in its shipyards proved to be an equalizing factor in naval slugging matches between the Alliance and Empire, despite the Calamarian Council's face-saving proclamations of neutrality.

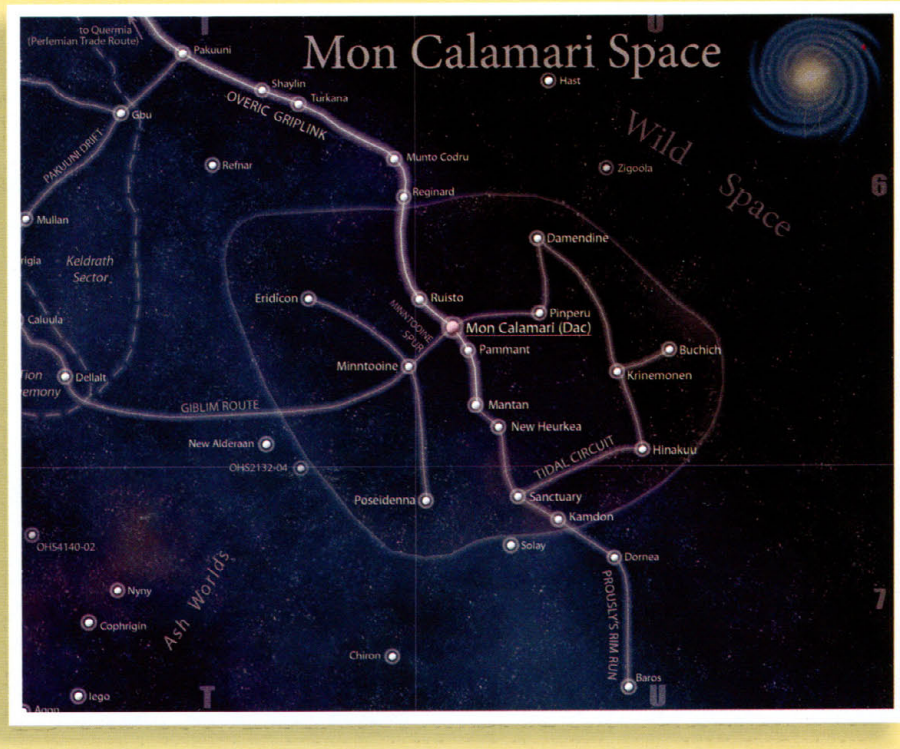
Immediately following the Empire's defeat at the Battle of Endor, Mon Calamari Space became a founding member of the short-lived Alliance of Free Planets. It continued in this capacity throughout several government restructurings, serving as a key constituency of the New Republic and eventually the Galactic Federation of Free Alliances.



Admiral Cha Niathal



A Quarren miner



Carnor Jax (formerly a Royal Guardsman until he murdered his comrades in a bid for power) led the Crimson Empire as its de facto Emperor from a villa on Ord Cantrell. Jax oversaw a twelve-member Imperial council that passed down decisions to the remaining Moffs and planetary governors. In a first for the historicly anti-alien Empire, Jax's council included a Whipid, a Defel, a Givin, and a Devaronian, allowing Jax to maintain isolated holdings in various galactic quadrants. Other notable worlds that counted themselves part of the Crimson Empire included Qiilura, Kol Huro, and Celanon—and the D'Astan sector, home of the New Territories' most influential family and the galaxy's largest private fleet.

Jax's Empire found itself under assault almost immediately. On one front, the New Republic pushed into Imperial territory with the Super Star Destroyer *Lusankya*, making strikes along the Crimson Empire's western flank and subjugating a knot of Jax's forces at Phaeda. On another front, Kir Kanos—Jax's former brother in arms—sabotaged Crimson operations and sought revenge against the man who had betrayed the Royal Guard. A showdown between the two in Yinchorr's empty Royal Guard arena left Jax dead. Imperial council member Xandel Carivus took up the reigns of the Crimson Empire, but fell to Kanos's blade soon after.

Utter collapse of Imperial authority followed. The Empire essentially ceased to exist, reduced to squabbling warlord factions, Moffs, and governors answerable to no one, and standoffish "fortress worlds" bristling with armaments. Only the New Republic's relative weakness (as it rebuilt its navy following the Dark Empire war) prevented it from launching a military campaign that could have swept away the Empire's Rim holdings.

Fortunately for the stricken Empire, a uniter arose in 12 ABY to offer salvation. In the Deep Core Admiral Daala unified the twelve largest warlord factions by murdering their rulers with poison gas. Their seconds in command did not mourn the passing of Harrsk, Delvardus, Teradoc, and the other warlords, and Daala now sat at the head of a unified Deep Core Empire.

In the New Territories the Imperial factions did not explicitly ally with Daala, but supported her with credits and war matériel. Militarily, Daala's campaign against the New Republic proved ineffective. Victories at Chardaan and Poros Vida could not counter a humiliating defeat at Yavin 4, and she resigned as head of the Deep Core Empire after the loss of her command ship *Knight Hammer*.

But Daala had pointed the path to the future. Admiral Pellaeon filled her position, and strengthened ties with Moffs and governors of fortress worlds in the northern Rim (most of whom had fond memories of Pellaeon's mentor, Grand Admiral Thrawn). Recognizing that the Deep Core would forever keep the Empire bottled up, Pellaeon withdrew all fleets and war arsenals from the Deep Core and pledged them to the protection of the Imperial Rim factions—provided they agreed to join his unified "true Empire."

Pellaeon had shifted the locus of Imperial power from the Deep Core to the northern quadrant. His feat had one obvious advantage—the Empire's borders could now be expanded through conquest.

TOWARD A LASTING PEACE

For the New Republic, the rebirth of the Empire under Gilad Pellaeon was somewhat reassuring. Yes, Pellaeon was an avowed foe of what he still considered a rebellion against central authority; had served Emperor Palpatine, Grand Admiral Thrawn, High Admiral Teradoc, and Admiral Daala; and had battled Rebel forces in engagements across nearly two decades. But he wasn't given to delusions of grandeur. He knew the Empire was incapable of mounting a serious threat to the inner systems of the galaxy, and he would tell the Imperial Remnant's Council of Moffs as much.

The Moffs' dominion encompassed most of the New Territories and scattered systems in the former Borderlands that acknowledged the rule of Sartinaynian, now defiantly renamed Bastion. But Pellaeon knew the Empire's rule was weak—New Republic pickets routinely pushed deep into the northern quadrant. And both he and the Moffs were well aware that some in the New Republic wanted the Empire snuffed out of existence.

Pellaeon decided to defend what the Empire saw as its borders and show the New Republic that the New Order still had teeth. In 12 ABY he sent a task force to seize Orinda, on the border of the Mid Rim, and took six Coreward systems as forward bases. The New Republic counterattacked and pushed Pellaeon back to Orinda, but there he routed Wedge Antilles and forced a retreat. Leaving Orinda alone, the New Republic moved to outflank Pellaeon by seizing Adumar, on the fringes of Wild Space.

A month later, the New Republic was drawn into a conflict with Moff Getelles of the Antemeridian sector. After defeating Getelles, the New Republic pushed through the Borderlands toward the Hydian Way and Imperial territory. Fearing a power grab, the Moffs ordered Pellaeon to send his forces across the Hydian. He inflicted grievous losses, but was pushed back and lost his Super Star Destroyer *Reaper* at Celanon. The New Republic chose not to push its advantage, seeking to cool the fires of war and jump-start commerce. The next five years were largely peaceful; with trade booming again, Imperial systems near the Hydian Way began pressing for a cessation of hostilities. In 17 ABY the New Republic Senate made the prospect of peace more enticing by allowing former Imperial officials to hold elective office.

Fearing that an invasion was in the cards, the Moffs secretly contacted Admiral Daala, who'd once more unified the Deep Core warlords, and proposed another attempt at a decisive campaign against the New Republic. Pellaeon thought the plan mad and said so, but acquiesced to the council's wishes, hoping he could claim a handful of victories and convince the Moffs to seek a peace treaty.

On the heels of the Almanian uprising, Pellaeon and Daala launched campaigns on opposite sides of the galaxy. Garm Bel Iblis's Fourth Fleet routed Daala's warlords, with Daala's own warship forced into a blind hyperspace jump at Columus. Things went better for Pellaeon—at first. He followed up a victory at Adumar with surprise strikes at Taris and Champala, on the Hydian Way in the Inner Rim. But with Daala out of the war, Bel Iblis and Admiral Ackbar brought the full force of the New Republic

military to bear. The Second Battle of Champala was a rout, as were encounters at Ketaris, Tangrene, and finally Anx Minor.

Pellaeon's forces fell back to eight sectors around Bastion, and this time there would be no breakout: The New Republic kept a tight lid on the Remnant during the Corellian Crisis, and foiled an effort to turn over navigational information about the Empire of the Hand to Bastion. In 19 ABY Pellaeon met with the Moffs at Bastion and recommended that the Empire surrender. The revanchist Moff Disra nearly scuttled the plan, but his bid failed, and peace accords were signed by Pellaeon and the New Republic's Ponc Gavrisom. The Galactic Civil War was finally over.



Chief of State Gavrisom and Grand Admiral Pellaeon formalize their treaty.

A CLOSER LOOK: THE SENEX AND JUVEX WORLDS

A thousand years before the Battle of Yavin, Thull Vandron was a hero of the ancient Republic—a wealthy shipping magnate from Axum who'd won glory as a hyperspace explorer and led a starfleet against the Brotherhood of Darkness. Swept into the Senate, he became one of the early architects of the Ruusan Reformations, opposing central power at every turn. When the Senate retreated from his unsparing vision, a disgusted Vandron gathered a company of wealthy Core Worlders and headed into the outer reaches of the galaxy, following his own secret hyperspace routes to a dense cluster of worlds huddled around a brilliant nebula, later named Thull's Shroud in his honor.

Thull and his followers rejected the idea of government beyond that of their own noble houses, which numbered seventeen. Houses Vandron, Garonnin, Elegin, Anturi, Taneel, Petro, Araba, Hax, and Viholn settled the eastern reaches of the nebula, and formed the Senex. The western systems became the Juvex, divided among Houses Sreethyn, Carbinol, Hallikeenovich, Sisemon, Kassido, Kellermin, Pilor, and Mekuun.

The Houses encountered a number of species in their new dominion, none of which could stand against their starships and blaster cannons. Within a century the Houses were the unchallenged masters of their region, secure on their plantation worlds and content to pursue idle plots against one another that might take generations to come to fruition.

The Houses wanted only to be left alone, but their isolation couldn't last. Republic starships kept arriving in what had been a sparsely settled area, and the Houses faced a powerful new rival in Eriadu, also founded by ambitious Core Worlders. To guard against Eriadu's influence, around 700 BBY the Houses annexed a swath of adjacent systems. These new systems became known as the Ninth Quadrant, a reference to an early division of the Senex and the Juvex into four quadrants each.

The Republic and the Senex and Juvex coexisted uneasily for a time. The Houses rejected the Republic's entreaties, sometimes going as far as to mine the hyperspace routes leading into the region, and the region became the stuff of wild tales in the wider galaxy. Spacer talk told of vast agricultural worlds, lavish pleasure planets, and worlds reserved for nobles' safaris—all worked by slave species for whom freedom was an ancient myth.

And the tales were true.

In the last centuries of the Republic, the Senex and Juvex finally faced wrenching changes. Traders forged new routes into the region, and the Houses realized they had fallen behind the wider galaxy technologically—a humiliating realization brought home in 553 BBY, when a warlord named Osted Picutorion wed Farasa Anturi, the deranged princess of the weakest Senex House, then fought off the combined forces of Vandron and Petro, freed the Hutlarians from servitude, and occupied Karfeddion. The so-called Crimson Days ended with the Third Nantama Synod, which accepted the marriage and the independence of Hutlar. Within a century the rebellious Juvex House Mekuun had dissolved itself, seeking to reconstitute its holdings as a Republic sector, and the Republic had forcibly stripped the Houses of the Ninth Quadrant, which became part of the Outer Rim's Bozhnee sector. (The old name remains in use by most spacers.)

At the Fourth Nantama Synod, the Houses opted to seek peace with the Republic, and Coruscant accorded the Senex and Juvex sectorial status. The Houses icily refused to acknowledge this, but they did send a pair of Senators to the Core and established commercial relations with Republic megacorps in an effort to kick-start the region's industries. That touched off a firestorm in the Senate, however—the Houses were for all intents and purposes slavers, their practices in clear violation of the Rights of Sentience. The Houses refused to give up something they regarded as an integral part of their culture; denied open trade, they were forced to deal with smugglers and dirty their hands with front corporations—a situation that eased only after the region helped the Republic crack down on the terrorist Nebula Front.

Under the Empire talk of the Rights of Sentience ebbed. Palpatine had banned slavery for personal gain, but allowed it as a sentence for crimes against the civil order—and in the Senex and Juvex, the Houses *were* the civil order. While smugglers could make a fortune in the region, they risked becoming slaves themselves. With the galaxy plunged into chaos after the Emperor's death, a faction of the Houses tried to forge an alliance with the former Emperor's Hand Roganda Ismaren. That failed, and the Senex and Juvex rebuffed all significant contact with the New Republic. The Houses accepted refugees during the Yuuzhan Vong

invasion, a surprising move that many decried as a cynical bid to obtain a new influx of slaves.

The Senex Trace connects Karfeddion with the Rimma Route near Sullust; other routes in and out of the sector are the Veron Route, the Anturi Reach, the Velga Route, the Agarix Trade Route, and the D'Aelgoth Trade Route. The major route within the Senex and Juvex is the Senex–Juvex Loop.

The Senex and Juvex area includes many inhabited worlds not shown on the map on page 213. It also includes thousands of systems that are uninhabited or unfit for life.

Senex is the original system settled by Thull Vandron and his followers. It remains determinedly pastoral, with outsiders restricted to the planet's necklace of space stations and a handful of equatorial spaceports.

Neelanon is the homeworld of House Taneel, in recent centuries one of the more progressive of the Senex Houses. Taneel nobles are often tapped for negotiations with outsiders, a role the House knows is considered more an insult than an honor. Neelanon is the sector capital of the Senex, though within the region this means practically nothing.

Crovna is a possession of House Taneel, a minor urban world known in the Senex and Juvex for its extensive museums and in the larger galaxy for its auction houses, which draw rich collectors from throughout civilized space.

Asmeru is jointly claimed by Houses Vandron and Elegin, though neither has ever shown much interest in a mountainous world on the fringe of the Senex and Juvex populated largely by defective Ossan slaves. Before the Clone Wars the planet was seized by the Nebula Front, which surrounded it with a minefield. A gravitic sink, the Asmeru Anomaly, is a navigational hazard for unwary spacers.

Angratha is a thriving agriworld whose exports are common in countless ports on the Rimma.

Hestria is a thriving agriworld also known for its wines.

Kedorzha is home to a mole-like, nearly blind species enslaved by House Garonnin. Kedorzhans are commonly encountered in many Garonnin mines.

Despite House Vandron's best efforts, **Simoom** failed as a mining world and an agricultural world and was left to herders and subsistence farmers centuries ago. Those herders, however, domesticated the planet's six-legged canids, which have won renown for their preternatural eyesight, hearing, and sense of smell. Few noble estates of the Senex or Juvex are without a pack of sensory hounds for hunting and security.

The mightiest agriworld of the Senex and Juvex worlds, **Fengrine** shines in space like a great emerald, its endless fields fussed over by agridroids and scientists alike. Fengrine houses a number of research institutes and agricultural colleges, and its proud geneticists savor contacts with students and researchers from the wider galaxy.

Karfeddion is the homeworld of House Vandron, a lush giant of a world divided into plantations and ranches worked almost entirely by slave species. Outsiders are banned from the planet lest they make pests of themselves with their bleatings about slavery.

The crowded urban world of **Atron,** House Garonnin's homeworld, is one of the Senex's busiest ports, an industrial and commercial center that draws barges of raw materials from the many mining worlds controlled by Garonnin. Atron's prisons are notorious across the galaxy.

Boro-borosa III is a vast world of ocher sands that shines like a brand in the light of its triple suns. The system is a minor Garonnin possession with mining operations in three asteroid belts and a cometary halo, but that's not the reason for its fame: For centuries spacers' tales have told of the Lost Treasure of Boro-borosa, variously held to be a Hutt princeling's tomb, a vast mine dripping with outcroppings of jewels, or an interdimensional gate of Rakatan manufacture. Many treasure hunters have wound up in the depths of Atron's prisons, where they exchange mad theories in the dark.

The agriworld of **Serat** was once known for its plentiful production of roti grain. But since the last years of the Old Republic it's become better known as a cautionary tale in species management: The world is now plagued by aggressive nocturnal omnivores known as tymps, pests that House Garonnin is struggling to keep from spreading across the Senex and Juvex.

The tumbling asteroids of **Hovan** are a battleground among renegade mining teams, officially sanctioned mining companies, and the frigates of House Garonnin. The asteroids are a frequent refuge of last resort for those fleeing the justice of the Senex and Juvex worlds.

Port Evokk is a minor trade world connecting the Tangles with the domain of House Garonnin. A jungle world, it's popular for safaris on which Senex and Juvex nobles hunt the native slars, dangerous predators that are also popular in death matches on Loovria.

The industrial world of **Tekurr'k** has been built into a powerhouse by House Picutorion. The system first rose to prominence by processing raw materials from the Garonnin mining worlds for which Atron lacked capacity, then rode a boom by undercutting Atron on prices.

Yetoom is a shadowport on the edge of the Senex, run by gangs of slave species and frequented by slumming nobles from the Senex and Juvex Houses.

Pastoral **Anturus** is the homeworld of House Picutorion, still known as the Outsider House despite having been part of Senex society for centuries. The Outsider House dates back to the Kwymar sector warlord-cum-merchant-prince Osted Picutorion and the Crimson Days. Within a generation of those days House Anturi had become House Picutorion, though in private the other Houses use the old name.

The cool, dry plains of **Denebia** are dotted with the plantations and towns of House Hax, which controls several key agriworlds.

Kalgo is the homeworld of House Petro. The system is a double star, with the inhabited worlds clustered around Kalgo 13, a brindle gas giant on the outskirts of the system. Kalgo 13 has nearly one hundred moons, many of them worked into fanciful retreats by the Petro nobles.

The waterworld of **Doreen** is the source of Doreenian ambergris, vomited up by that planet's titanic cetaceans and found floating on Doreen's gentle waters or washed ashore on the perimeters of its scattered islands. Traditional perfumers from any number of worlds and species pay a handsome credit for Doreenian ambergris, and the planet is plagued by gangs of scavengers and smugglers in skimmers, hunted by the security forces of House Petro.

Usnia is a forested world declared a nature preserve by House Petro.

Varadan is a mining world broiling under twin suns, and by reputation one of the harshest worlds for slave labor in the Senex and Juvex.

Volcano-studded **Kamur** is an agricultural world controlled by House Petro. Thanu feet, silicon balls extruded by a native predator, are considered good-luck charms by many in the Senex and Juvex.

A rugged little world owned by House Petro, **Tranthellix** is best known for its Tranthebar mountain rippers, avian predators with five-meter wingspans and savage temperaments. Rippers are at best vaguely domesticable, which has made them a perfect fit for Senex and Juvex nobles seeking a dangerous and dashing new sport. House Petro has refused to export rippers, hoping ripper races can become a profitable new venture.

Osmani is a minor trade world used by Houses Petro, Hax, and Picutorion, as it's a hub connecting the various strands of their holdings in the Tangles.

Shoon is covered with ruins, the sole legacy of a vanished species of gigantic humanoids. The world is pocked with rings of molten rock and glassy stone, the scars of a horrifying war no one now remembers.

Antiquity is a minor agriworld controlled by House Hax.

The desert world of **Jalarren** is combed for surface salts, excavated for a variety of metals, and roamed by tough nomads who long ago swore off any allegiance to the Houses. Mining companies from Houses Garonnin, Petro, and Picutorion all have operations here, and are known to hire Jalarri nomads to raid one another's installations. Sometimes webs of surface salt form over the mouths of abandoned pit-mines, creating a deadly hazard.

Suliana is an agriworld famed for its cotton, and a trade world serving the systems of the Tangles. Nominally a possession of House Hax, it's also home to many from Houses Petro and Picutorion.

Bator Bai is an ice world known for the exceptional clarity of its ice cliffs and caverns.

Voorsbain is an industrial planet, the site of advanced technological research funded by House Picutorion.

Hutlar is a dim, chilly world in close orbit around a red dwarf. It is the lone system within the Senex and Juvex not under the control of the Houses, as it was granted its freedom as part of the terms for settling the unrest of the Crimson Days. Their homeworld's independence has meant little for Hutlarians, most of whom remain bodyguards and workers for the Houses.

Nepoy is a world entirely given over to the production of wine, with nectarwine its best-known export. Shipment of nectarwine outside of the Senex and Juvex is forbidden, leading to a thriving black market in vintages. What inexperienced smugglers often don't know is that nectarwine clots and curdles appallingly if subjected to rough treatment.

The lush world of **Caltinia** is the homeworld of House Elegin. It's famous for its hundreds of dueling fields, which over the centuries have become carefully manicured and surrounded with mausoleums, temples, and museums celebrating and mourning epic duels of the past.

Adoris is a possession of House Taneel. Its felines, similar to felinx, perootu, and spukami, are famous throughout the galaxy and bred by Adorisians in a staggering number of varieties.

The pale, chilly planet **Nars** is home to the diminutive, four-armed Nartians, known throughout the Senex and Juvex as ubiquitous household servants. Many nobles have had the same Nartian families as servants for millennia. During Nars Week all but the most hardhearted nobles allow their Nartian servants to pursue their ancient rites and celebrations. Elderly Nartians often spend much of their accumulated wealth on a pilgrimage back to Nars—a journey every Nartian is expected to make at least once in his or her life.

Famous for its red seas, **Knores** is a world of great beauty and exceptionally violent weather. Knores's cities are handsome, logically constructed, and safe, but a bit dull architecturally and culturally—a criticism that could also be leveled at the ruling House Viholn.

Rulaar is a cool world of forested hills and crisp, icy lakes and streams. A favored retreat for nobles of House Elegin, its water is exported throughout the Senex and Juvex.

Paramatan is a primitive world of thick forests and jungles, vast plains, and deep purple oceans. Located by House Elegin scouts probing the edges of Thull's Shroud, it now serves as a hunting preserve for wealthy nobles—and an excellent place for convenient accidents while on safari.

Nantama is a small, quiet resort world controlled by House Elegin but frequented by vacationing nobles from across the Senex and Juvex. It's famous for its entirely alien workforce—it's a point of Senex and Juvex honor that on Nantama, no human ever works—and its famous shooting stars, which zip across night skies made luminous by the nearby Shroud. Nantama is a frequent site of synods and council meetings. Very few from outside the Senex and Juvex have ever set foot on the planet.

The murky world of **Aquella** is home to humans descended from some lost colony that predates the Senex lords' arrival. Aquellans are notable for their guttural language (believed to be an ancient offshoot of an old Corulagan tongue) and the males' ritual tattooing and dyeing of their bodies upon reaching manhood. Aquellans are nearly as popular as Hutlarians in the ranks of the Ancient Houses, and the species are ancient rivals.

Presteen is a trade world ruled by lesser nobility of House Araba.

Veron is an agriworld dominated by nobles from House Araba.

Cyimarra is the homeworld of House Araba, a quiet world of graceful cities interspersed among sylvan woodlands and soaring mountains. The planet is famous for its Crystal Spires, glittering towers of unimaginable antiquity that girdle the world. Some Spires are kilometers below the sea, while others stand atop icy crags—but each is exactly the same height and distance from its neighbors.

Skartis is a resort world maintained by House Araba. Its seven moons are famous for their complicated orbits; seeing all seven in the sky at once is said to be a lucky omen.

Mussubir is an industrial world of House Araba.

A dull, dun-colored world, **Manforgon** was used as a penal colony for the undesirables of the Senex and Juvex for centuries, becoming a lawless world battled over by warlords of human, Hutlarian, and Aquellan stock. Senex and Juvex rakes would seek to earn their reputations by setting down on Manforgon incog-

nito, and many of the region's romances begin with a framed noble or an illegitimate child abandoned on the planet, to return later in triumph. When the Empire demanded a system be turned over to it for military purposes, the Senex and Juvex lords shrugged and ceded Manforgon, which soon became known as one of the least pleasant duty posts in the New Order.

The homeworld of the House of the same name, **Kassido** is one of the most populated worlds of the Senex and Juvex, a sprawling urban world that engages in extensive trade with systems to Coreward in the D'Aelgoth sector. House Kassido is held in low esteem for dirtying itself with so many outsiders, but most Kassido nobles just laugh off such criticism—after all, such slumming has made their House extremely rich.

The gas giant **Yhifar** is a gas-mining colony, home to daredevil miners who plunge into the crushing pressure of Yhifar's depths in armored submersibles connected to mining platforms by nanothreads that can be hundreds of kilometers long. Settlements on Yhifar are confined to the planet's Gas Vortex, the eye of an immense storm that has existed for millennia.

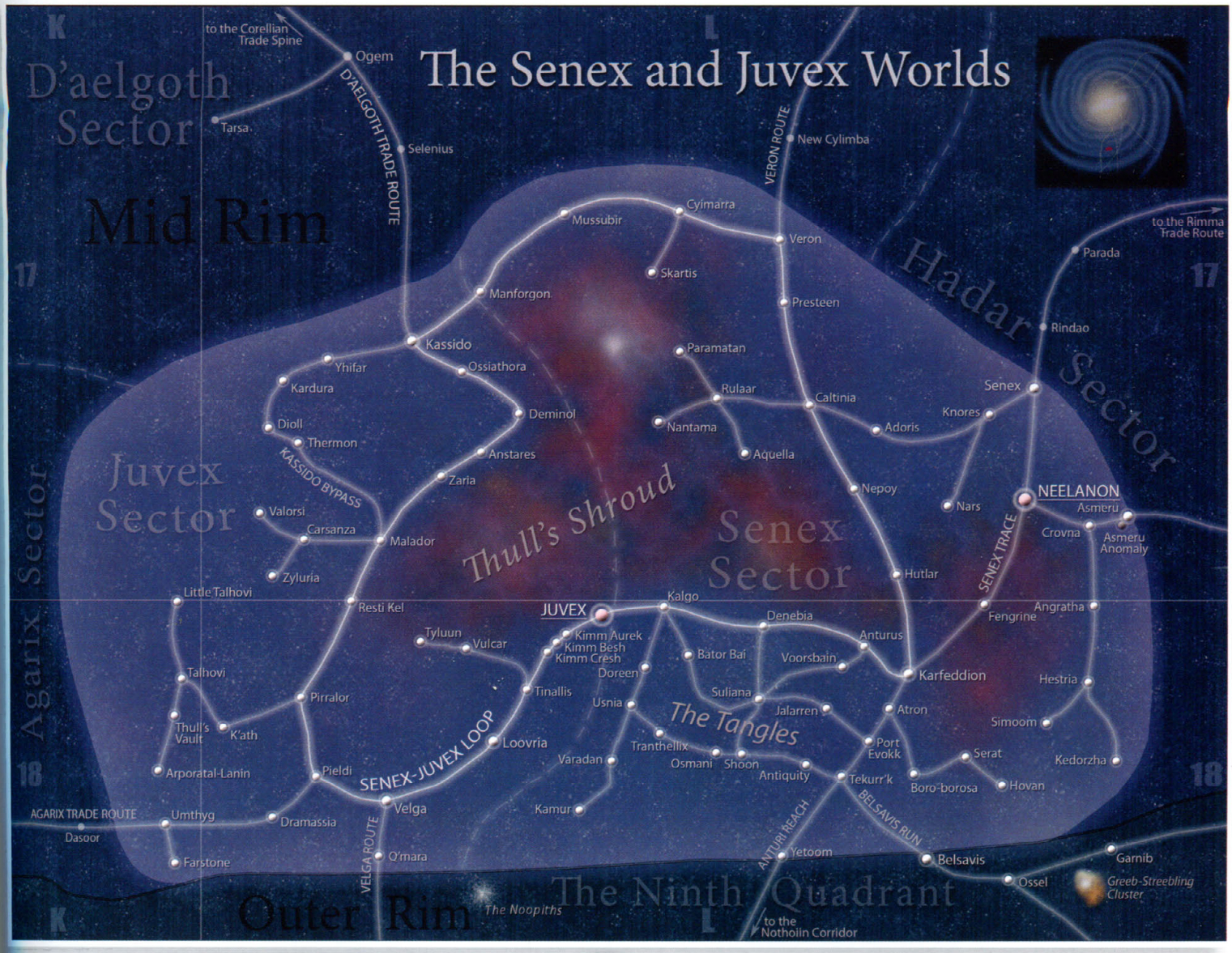
The slim, lithe humanoid natives of **Kardura** are a client species of House Kassido. They're popular household servants throughout the Senex and Juvex, and troupes of Karduran dancers and acrobats sometimes tour the wider galaxy.

Dioll is a contradiction—a world of deep fogs and driving winds, like a miniature gas giant. The rocky planet is home to the Diollans, a species of tough flightless and featherless aliens known as expert trackers and masters of unarmed combat. A number of Diollans serve the Juvex Houses; others have opted to make their way in the wider galaxy.

Thermon is a gas giant with a necklace of moons established in the Republic's final century as a collective penal colony by the Juvex Houses, who set quotas of ore prisoners had to fill to gain their freedom. The prisoners soon formed into gangs that manipulated quotas as they saw fit, with the dominant prisoners distinctly uninterested in trading life as mining crime lords for empty-pocketed freedom. The Houses' attempts to regain control only inspired the prisoners to make contact with smugglers, who now frequently run the gauntlet of Juvex picket ships to trade supplies for raw ore. Several of Thermon's moons are famous for their methane eruptions.

The homeworld of Juvex's House Kellermin, **Malador** is a crowded urban world whose natural beauty was despoiled ages ago by choking smog and industrial pollution. Many of House Kellermin's nobles have emigrated to Resti Kel, leaving client species and slaves to staff the planet's dismal factories.

Ossiathora is an agriworld controlled by House Kassido.



The bustling world of **Deminol** is one of the Juvex worlds' busier ports. Its universities attract students from all the Senex and Juvex Houses.

The moons of **Anstares** are popular with Senex and Juvex nobles, Core Worlders seeking a retreat, and well-heeled tourists from one side of the galaxy to the other. Anstares VI's eight habitable moons overlook the gas giant's triple rings and the shimmering dust clouds of the Shroud.

Zaria is an industrial world. The frog-like Zarians, while free, are often encountered as servants to a variety of Senex and Juvex Houses. Zarians are valued for their cleverness and piloting skills, though only the foolish trust them completely.

Carsanza is a minor industrial world.

Access to the pleasure world of **Valorsi** is strictly limited to high-ranking Senex and Juvex nobles and carefully screened servants. Cantina tales tell of harems staffed by males and females of various species, all bred over generations for beauty, and of dissolute dens where any vice imaginable is catered to.

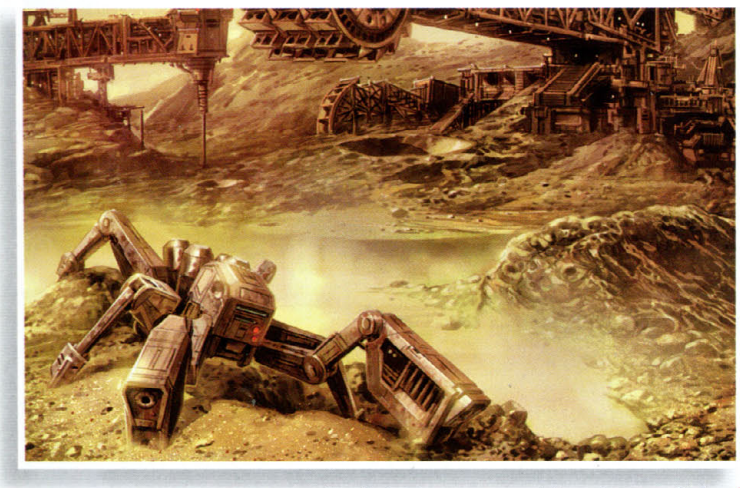
Zyluria is a world of gentle plains, the home of an intelligent species that's spent millennia as servants of the Senex and Juvex lords.

Resti Kel is an industrial world of House Kellermin, one that's been developed far more carefully than its neighbor Malador. House Kellermin stages athletic competitions here every five years, drawing humans (the games are closed to nonhumans) from across the Rim worlds.

Pirralor is a busy port, the homeworld of House Pilor. Pilor has a reputation as a dissolute, irresponsible House, and while much of this is garden-variety Juvex nastiness, the planet's spaceports are thick with outsiders from Agarix sector and the Ninth Quadrant.

K'ath is a minor agricultural planet known for its terraced hills and wide beaches, which are covered with a wealth of seashells in a dizzying array of shapes and colors.

Talhovi is the homeworld of the Mekuuns, known in the Senex and Juvex as the Shuttered House. A cosmopolitan world, it draws traders from outside the Senex and Juvex, as well as members of other Houses who choose to ignore the prohibition on trade with the Mekuuns. Talhovi's economic power and steady flow of desirable exports have allowed the Mekuuns to continue their experiment in government.



A crab droid uncovers an oridium deposit on Vulcar.

Little Talhovi is a promising agriworld.

According to legend, **Thull's Vault** hides an ancient fleet of treasure ships scuttled by a Carbinol noble beneath the planet's luminescent sands.

A rugged world of jagged, tumbled mountain ranges and deep, wooded valleys, **Arporatal-Lanin** is known for its native Arpor-Lans, superb hunters, trackers, and scouts.

Pieldi is a thriving Juvex port.

Velga Prime, sometimes known as the Gamblers' Moon, is one of the Juvex's foremost tourist attractions, a planetoid covered in hotels and casinos that range from threadbare to opulent. Outsiders flock to Velga to avoid paying taxes on their winnings.

Loovria is infamous for its gladiator pits, where jaded Senex and Juvex nobles—sometimes joined by very rich, well-connected outsiders—watch slaves and prisoners of various species fight for their lives. Gladiators whose bravery catches nobles' fancy are sometimes granted their freedom and showered with riches.



The gladiator pits of Loovria

One of the Juvex's major worlds, **Tinallis** is a world that draws its wealth from heavy industry, agriculture, and fishing. The planet is known for its threshers, native avians prized for their plumage, meat, and eggs—and whose name has been borrowed for the sector's best shock-ball team. Poaching and pollution have left the species endangered.

Vulcar is a baleful orange, sulfurous world whose acrid atmosphere makes employing humanoid workers barely cost-effective. The planet is primarily worked by droids of all types, reprogrammed to serve as miners until they freeze up and rust into scrap.

Tyluun is the gloomy homeworld of the Night-Soarers, winged humanoids famous in the Senex and Juvex as assassins.

Kimm Aurek, Besh, and **Cresh** are a trio of dingy industrial worlds belonging to House Sreethyn.

Juvex is the homeworld of House Sreethyn and the nominal sector capital of the Juvex, though this distinction is of interest only to outsiders.

The homeworld of House Halliikeenovich, **Dramassia** is a crowded urban world that produces a dizzying range of products, from mining equipment to silk of exceptional softness. The planet is one of the Juvex worlds' powerhouses, but its economic power strikes the Senex and Juvex lords as vaguely unseemly, and the house is viewed as greedy and grasping—"peddler princes" is one dismissive tag heard on Karfeddion and Neelganon.

Umthyg is a lackluster industrial world.

Farstone is a sparsely populated world of soaring mountain ranges and an abandoned mining colony now left to fugitives, hermits, and sociopaths.

The shadowport of **Q'mara** is a desert planet with a number of shabby spaceports where Juvex House servants on shady errands rub elbows with riffraff from the Ninth Quadrant and all manner of smugglers and thugs seeking illicit employment. Slumming Juvex nobles frequent Q'mara's houses of ill repute; foolish ones are drawn into its subterranean gambling and spice dens, sometimes never to return.

Dasoor is a largely lawless world in the Agarix sector. Once a popular spot on various Podracing circuits, it's now largely controlled by gangs backed by Juvex credits.

Selenius is a busy port of the D'Aelgoth sector. The Juvex Houses maintain many spies here.

Ogem is a bustling trade world, the homeworld of the near-human Ogemites. The Ogemites have made tentative attempts to forge trade links with some of the more progressive Juvex families.

Tarsa is a forested world, the site of an Imperial communications relay station. Its moon, Alessia, is a sprawling Imperial base.

New Cylimba is an industrial world whose badlands briefly housed a Rebel base during the Galactic Civil War.

Rindao, in the Hadar sector, is a drab trade world controlled by the Empire. The planet has a substantial military presence, as the Empire used Rindao to keep an eye on doings in the Senex and Juvex.

Parada is an agriworld that exports a variety of grains, meat, and hides from giant indigent herbivores known as wombacks. Wombacks can't be tamed unless they're taken from their herds as newborns; the Senex nobles have been intrigued by wombacks' possibilities for both food and sport.

Belsavis is a chilly world whose settlements huddle in volcanic rifts. Most of its trade is in vine-coffee, grown in the rift valleys. After the Battle of Endor, the planet was the site of scheming between the Senex and Juvex Houses and Roganda Ismaren. Senex and Juvex nobles consider Belsavis and the rest of the Ninth Quadrant part of the Mid Rim, while the Empire classifies it as part of the Outer Rim's Bozhnee sector.

Ossel is a boggy, heavy-gravity world. Its native Ossans serve as slaves on numerous Senex and Juvex worlds, and their homeworld is a de facto possession of House Vandron.

Garnib is a world whose native Balinaka traded slavery at the hands of the Senex and Juvex lords for subjugation by the Empire. Its Garnib crystals are famous for their mesmerizing beauty.

The **Greeb-Streebling Cluster** is a tangled mass of dust whose proto-stars blaze in the night skies of worlds such as Ossel and Garnib.

A GALAXY INVADED

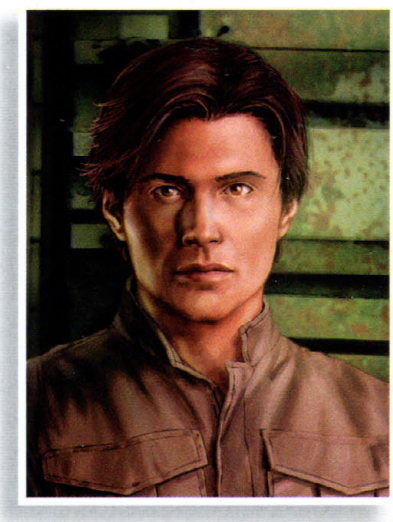
The Yuuzhan Vong came from another galaxy. Their technology, based on living things, bore no resemblance to anything developed under the Republic or Empire. They worshipped a pantheon of cruel and bloodthirsty gods, and mutilated their bodies through amputations and grafts. And they had only one goal—the complete subjugation of known space.

The Yuuzhan Vong completed their intergalactic voyage in



Members of the Yuuzhan Vong warrior caste

25 ABY, after their flotilla of worldship arks passed the galactic barrier to target the northern quadrant at a spot designated Vector Prime. The advance invasion force, the Praetorite Vong, embedded a telepathic war coordinator beneath the ice of uninhabited Helska 4. Elsewhere, undercover agents softened up the New Republic for invasion. On Belkadan, an alien warrior wiped out a research team so the world could be terraformed into an organic war factory. On Rhommamool, expert spy Nom Anor incited a war with the neighboring planet Osarian. These early attempts weakened the area that would become the main invasion corridor, selected as a result of the intelligence supplied by Anor and his cohorts. At Vector Prime the Yuuzhan Vong hoped to secure undefended worlds and regroup their forces, then plow through the relatively sparsely settled New Territories to the heart of the galaxy, where they'd sever trade lines before identifying a weak point in Core defenses and making a hook-shaped turn at the government capital.



Jacen Solo

An unmistakable demonstration of Yuuzhan Vong power came at Sernpidal. Secreting a living creature with the ability to manipulate gravity in the planet's crust, the invaders pulled Sernpidal's moon from orbit. Rebel hero Chewbacca and millions of others died in the sphere-smashing collision. The Vong next took Dubrillion, using battleships and starfighters grown from coral, and began fortifying it as a forward base. Yet these gains did nothing to shake the New Republic Senate, which remained unmoved by the plight of distant Rim settlers and refused to redeploy navies away from the Core to blunt this new threat. A small New Republic force tried to shake the Yuuzhan Vong foothold on Helska 4, but it foundered against the enemy's foreign technology. A follow-up strike used shieldships to trigger runaway evaporation and rapid freezing, shattering the planet and killing its war coordinator.

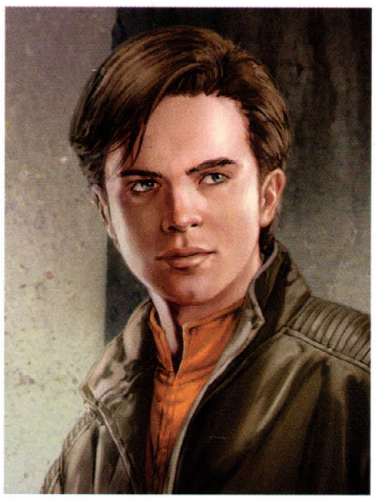
Though now aware of the magnitude of the threat, the New Republic still did not alter its basic strategy. The navy positioned

itself to defend the major lanes leading to the Core and Colonies, as well as the borders of Bothan Space (at the insistence of Chief of State Borsk Fey'lya). Luke Skywalker's Jedi Knights took a more proactive stance and fanned out to assist. On Bimmiel, Corran Horn shut down a Yuuzhan Vong outpost and earned the enmity of Commander Shedao Shai. On Dantooine, despite Skywalker's personal intervention, refugees evacuated from Dubrillion became targets for an enemy-directed slaughter. Rural Garqi also fell under the aliens' advance, but the fighting there revealed the vulnerability of crabshell armor to bafforr pollen. Since bafforr trees grew naturally only on Ithor, the jungle planet fell next in the Yuuzhan Vong's crosshairs.



Jaina Solo

The New Republic and the Imperial Remnant massed at Ithor to unite against their mutual foe, assisted in part by a squadron of clawcraft from the Chiss Ascendancy. Corran Horn hoped to avoid a battle by challenging Shedao Shai to an honor duel. Unfortunately, despite Horn's personal triumph, Shai's second in command loosed a bioweapon that exterminated all life on the planet.



Anakin Solo

Six months into the invasion, the Yuuzhan Vong looked unstoppable. Pushing beyond the wreckage of the New Territories, they conquered the library world of Obroa-skai as they penetrated the Inner Rim. The Mandalorian Supercommandos sabotaged their advance, but the aliens sponsored uprisings on scattered worlds outside the invasion corridor, such as Atzerri. This task was eased immensely by the sheer terror engendered by the Yuuzhan Vong invasion—most worlds had never known such brutality, not even during the worst excesses of Palpatine's Empire. Some New Republic citizens openly became enemy collaborators, operating under the flag of the so-called Peace Brigade.

With their path thus eased, the Yuuzhan Vong smashed Ord Mantell and breached the western quadrant's Expansion Region at Gyndine and Tynna. Hutt Space sat out the fighting, protected by its own treaty with the invaders. Yet the truce proved hollow when the Yuuzhan Vong learned of a Hutt sideline selling intelligence on Vong movements, and a vengeful push into Hutt territory quickly followed.

The New Republic sought allies in the Hapes Cluster, where last-minute diplomacy secured the use of the Hapan fleet of Battle Dragons. The Hapans joined the New Republic to deny an enemy advance on the Fondor shipyards, with Centerpoint Station in the Corellian system as their long-distance backup weapon. Miscommunication on the New Republic side led to Centerpoint's repulsor beam destroying both the attacking fleet and the defending Hapan vessels, making Fondor a painfully costly victory.

Their strike at the Core temporarily thwarted, the Yuuzhan Vong cut the Rimward leg of the Corellian Run by invading Druckenwell, Falleen, and Kalarba. With the Corellian Run and Perlemian Trade Route both severed by invasion, Warmaster Tsavong Lah stabbed in the direction of the Core once more, this time at Duro. In 26 ABY that world fell with little resistance, its space cities blasted from orbit and its groundside refugees annihilated in the crossfire. From Duro the invaders easily took nearby New Plympto, but then stalled their march. By this point, only a year into their invasion, the Yuuzhan Vong had captured the majority of the territory they would hold during the war.

The conflict's second year saw a change in focus, as the Yuuzhan Vong prioritized the elimination of the Jedi. On conquered Duro, Tsavong Lah ordered the citizens of the galaxy to surrender the Jedi if they wished to be spared further losses. Many worlds, including Ando and Devaron, took Lah up on his offer and betrayed their Jedi protectors in an echo of the Clone Wars' Order 66. Luke Skywalker established an underground transportation network (code-named the Great River) to move Jedi out of harm's way and into a safehouse in the Maw black-hole cluster. Eventually the Jedi established a new headquarters in the fortified Deep Core, on a planetoid designated Eclipse.

Skywalker also evacuated the Jedi academy on Yavin 4, and the jungle moon soon became a laboratory for the biological experiments of the Yuuzhan Vong shaper caste. Anakin Solo's adventures there with a dishonored warrior gave rise to an outbreak of Jedi worship among the lowly caste of Shamed Ones, and their secret heresy would contribute to the invasion's long-term unsustainability.

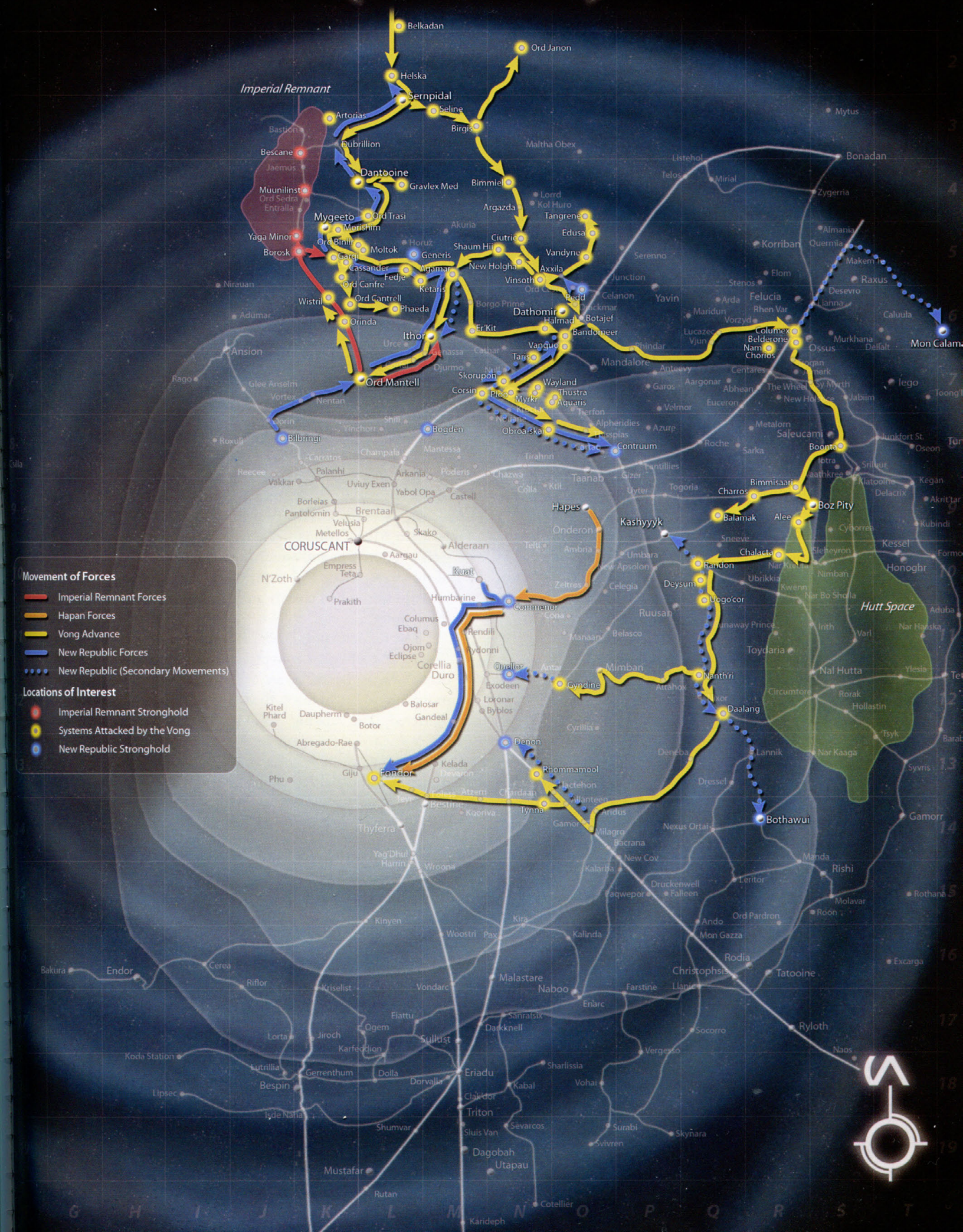
The Yuuzhan Vong failed with their next two plots—poisoning the bacta fields of Thyferra and invading the Rimma world Yag'Dhul—but kept up pressure on the Jedi. The latest bioengineered terrors of the shapers, voxyn, could spit flesh-melting acid and track Jedi through the Force. A Jedi squad slipped aboard a worldship orbiting Myrkr to destroy the voxyn genetic material, but Anakin Solo died in the effort.

The war's third year saw the subjugation of the Core and the fall of the capital. Despite the loss of his voxyn, Warmaster Tsavong Lah determined he had sufficient military might to invade Coruscant. The Republic's minor win at Talfaglio in the Corellian sector proved only a slight distraction; Lah's authorization of Battle Plan Coruscant in 27 ABY organized the Yuuzhan Vong fleet into a pincer assault, with one element based at Reecee and the other at Borleias. Despite advance warning of the enemy's plans, the New Republic could do little to halt the advance, succeeding only in evacuating most civilians and government staff before the planet's fall. Rather than surrender, Chief of State Fey'lya killed himself with a proton bomb, taking out twenty-five thousand Vong caught within the blast radius.

The New Republic regrouped on multiple fronts. Jaina Solo

VECTOR PRIME AND THE VONG ADVANCE

(60:5–61:3 (25–26 ABY))

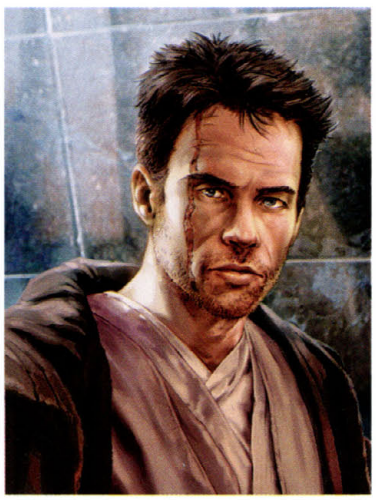


helped settle a dispute over royal succession in the Hapes Cluster and defeated a Yuuzhan Vong task force there. The ranking members of the New Republic's ruling council settled on recently recaptured Borleias, which became a focus of attack and counterattack. The Yuuzhan Vong landed ground troops on Borleias, only to see them annihilated under an orbital bombardment. In a second assault, the invaders lost their command ship in a collision with the Super Star Destroyer *Lusankya*.



Jedi Master Luke Skywalker

The fourth year of the war saw turnabout, as the Yuuzhan Vong overextended themselves beyond what their military could defend, recklessly pursuing campaigns against other political confederations including the Ssi-ruuk, the Yevetha, the Imperial Remnant, and the Chiss as the New Republic government found a new home on Mon Calamari. Newly elected Chief of State Cal Omas vowed to take the fight back to the enemy, and Omas's invigorated military scored critical hits—including wiping out the flagship of the Yuuzhan Vong Supreme Overlord in the Second Battle of Obroa-skai. Admiral Ackbar believed the New Republic had the momentum to draw the enemy into a trap, and planned an ambush at the foot of a dead-end hyperlane leading into the stellar jumble of the Deep Core. The attack at Ebaq 9 succeeded beyond the most optimistic projections, vaporizing much of the Yuuzhan Vong fleet and killing Warmaster Tsavong Lah. From the spice world Ylesia in Hutt Space came news of a second victory. Cal Omas used the occasion to announce the governmental restructuring of the New Republic into the Galactic Federation of Free Alliances.



Ganner Rhysode

Instead of pulling back to lick their wounds, the Yuuzhan Vong showed their teeth. Barab I, Rutan, and Belderone collapsed under punishing assaults, Galantos gave up without a fight, while the Yevetha of N'zoth fought to the brink of extinction. The enemy took a subtler approach on Bakura, using undercover agents to stir up political chaos. And they left the galaxy in the dark by disrupting the HoloNet communications network, an act of sabotage mitigated in part by the *Millennium Falcon*'s preservation of the Holo-Net relay station on Esfandia. The Imperial Remnant was not spared, suffering a rout at Bastion (though Grand Admiral Pellaeon executed a payback victory at the Battle of Borosk). The string of Yuuzhan Vong successes culminated with a raid on Bilbringi.



Corran Horn

But Luke Skywalker believed that the war's end was in sight, and his key lay in the Unknown Regions. Jedi teams penetrated the unnavigable territory using classified routes supplied by the Imperial Remnant, and established contact with the Chiss Ascendancy. After discerning the location of the vagabond "living world" Zonama Sekot in the Klasse Ephemora system, Skywalker's Jedi discovered that the planet had a connection to the Yuuzhan Vong dating to prehistory. As a fully grown seedling of the aliens' spawnworld Yuuzhan'tar, Zonama Sekot was the closest thing they had to a home of their own.

Back in the civilized regions, the war had reached its final stage. The Yuuzhan Vong had stretched themselves too far, and the Galactic Alliance sought a swift conclusion. The Perlemian Trade Route reemerged as an invasion corridor, with Mon Calamari and Coruscant as its opposite anchors. Thanks to Boba Fett and his new legion of Mandalorian Supercommandos, the Yuuzhan Vong took a loss at Caluula. Supreme Overlord Shimrra—by now utterly insane—sent his surviving forces to obliterate his enemy's stronghold on Mon Calamari. Half the Galactic Alliance fleet lay in wait at Mon Cal and smashed the advance. But the other half of the fleet—along with armadas belonging to all of the galaxy's lesser powers—had already steamed toward Coruscant to retake their capital.

The sudden appearance of Zonama Sekot in the skies above embattled Coruscant convinced many Yuuzhan Vong that their defeat was at hand. In an unforgiving battle waged amid the mossy cityscape, Shimrra died and the Vong grip on the galaxy shattered. The ranking commander surrendered his fleet, and many enemy combatants built new settlements for themselves on Zonama Sekot. The Galactic Alliance temporarily moved its capital to industrialized Denon until the rehabilitation of Coruscant could be completed.

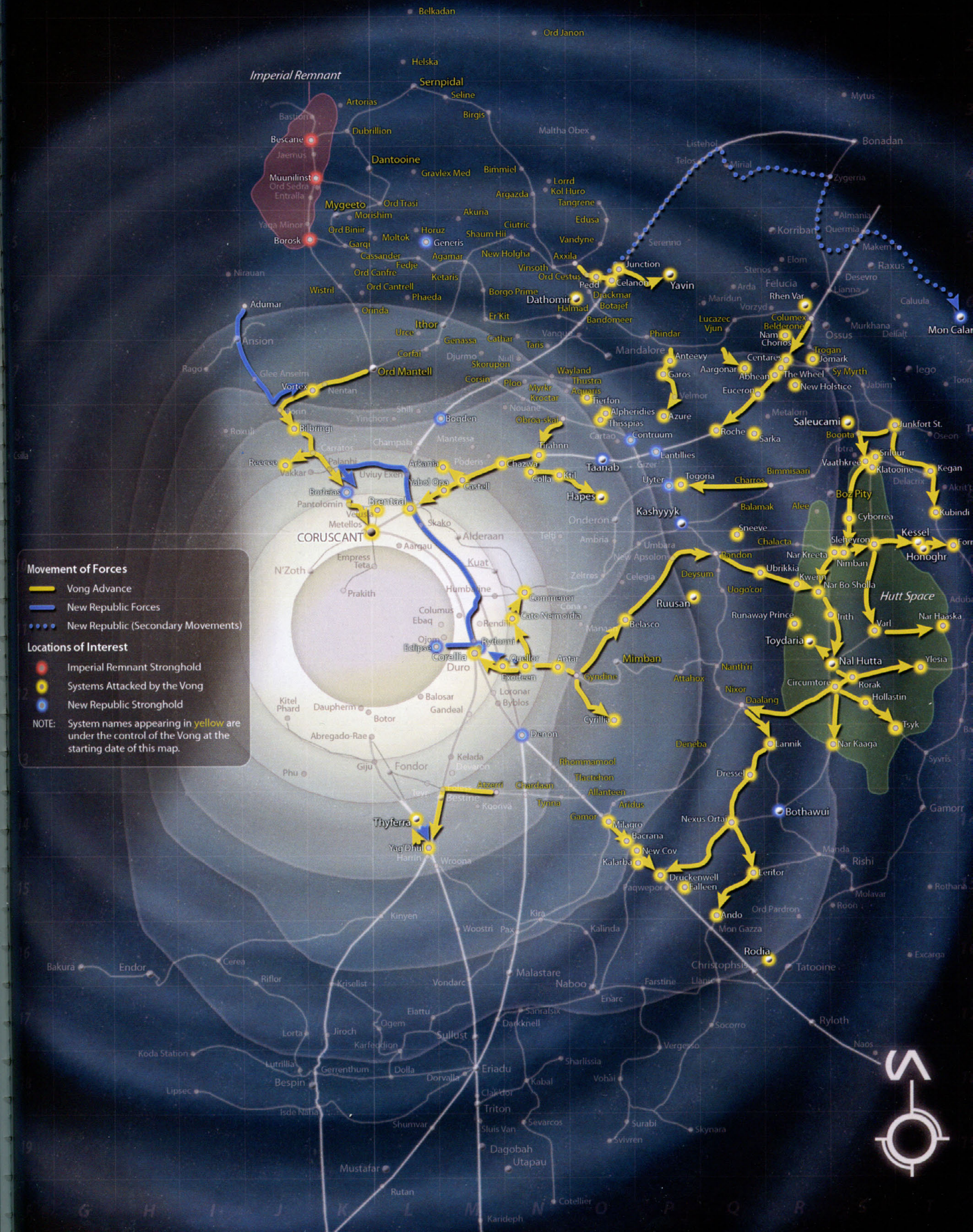
THE CHISS ASCENDANCY

The Chiss Ascendancy is one of the most powerful societies in the Unknown Regions, despite the relatively few planets it counts as members. Given that this civilization remained hidden from the larger galaxy until after the Battle of Endor, it is perhaps not surprising that so few secrets of the Ascendancy have been revealed by the notoriously tight-lipped Chiss.

Governed from the city of Csaplar on ice-locked Csilla, the Chiss Ascendancy holds dominion over twenty-eight colony worlds, with an aggregate population comparable to the larger

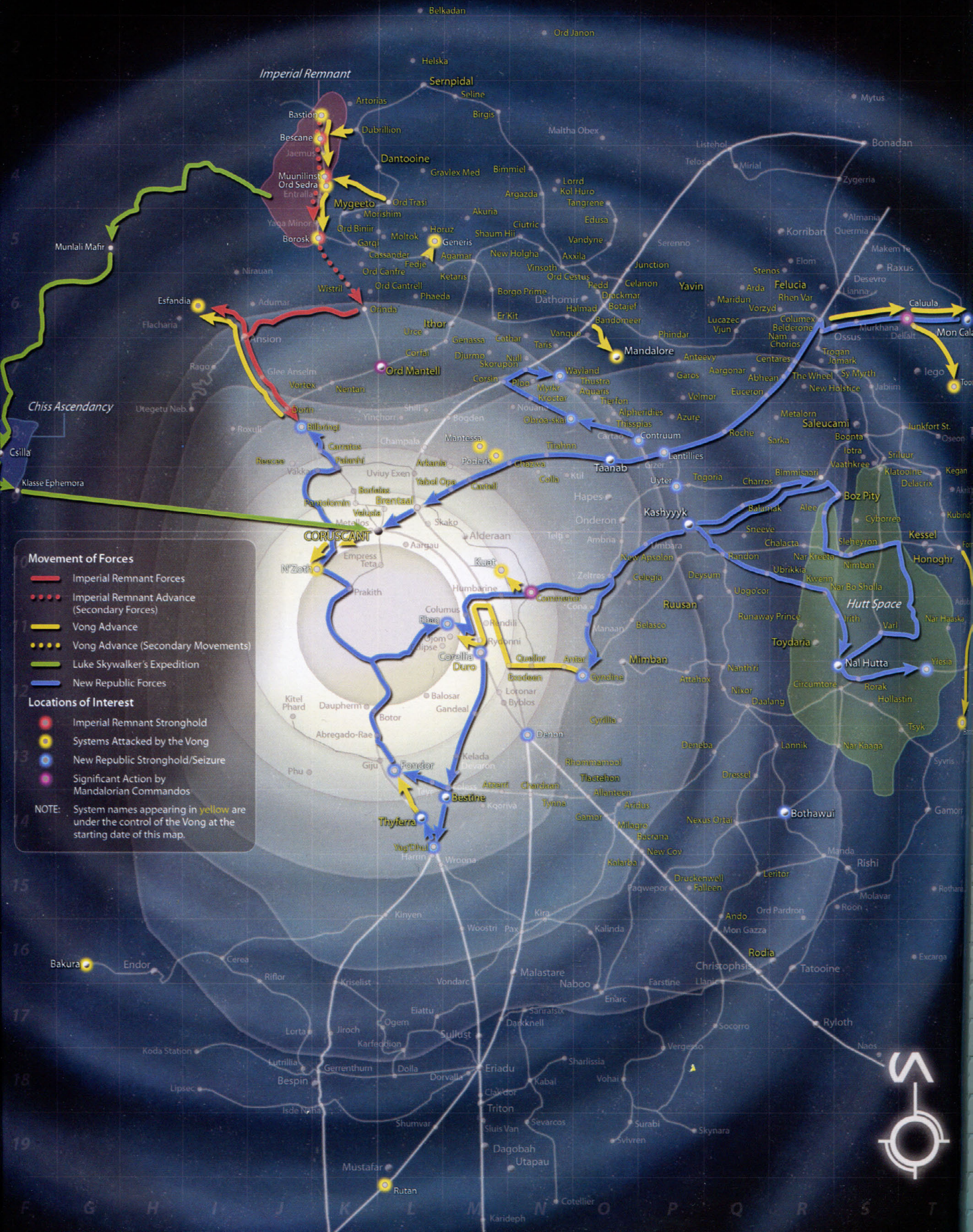
COLLAPSE OF THE CORE

(61:3–62:4 (26–27 ABY))



INTO THE UNKNOWN REGIONS

(62:4–64:6 (27–29 ABY))



sectors in the Core Worlds. Yet the volume of space covered by the Ascendancy is far larger than that twenty-eight-planet total would seem to indicate. Countless thousands of systems occupy the space lanes between the Chiss worlds, all falling at least nominally under Chiss political and military control.

Authority over the Ascendancy falls to the Ruling Families, and each manages a unique aspect of Chiss affairs (including science, agriculture, education, and military operations). Clan units within each family are headed by officials known as Aristocras. Several starfleets exist, both for local order (household and colonial phalanxes) and to patrol the Ascendancy's borders (the Chiss Expansionary Defense Fleet, or CEDF, which in turn is composed of two elements covering both border control and homeworld protection). The Chiss see themselves as beset on all sides by the Vagaari, the Killiks, and other threats, but maintain a strict philosophy of never firing unless first fired upon.

During the New Sith Wars circa 1000 BBY, agents of the Brotherhood of Darkness raided the Unknown Regions for potential adepts, and relocated a regiment of Chiss to the planet Thule. It wouldn't be the last time the Ascendancy received dark side attention—prior to the Clone Wars, Count Dooku recruited Chiss general Sev'rance Tann and her lover Vandalor into the Separatist military.

Circa 20 BBY the Chiss exiled their greatest military genius, Thrawn, for his continued pattern of making preemptive strikes (including the destruction of the Republic colonization mission Outbound Flight). After his discovery and recruitment by officers in Palpatine's Empire, Thrawn carved out his own kingdom in the Unknown Regions—the Empire of the Hand—incorporating Imperial personnel and technology. Thrawn's territory, controlled from a data fortress on Nirauan, encompassed the borderlands between the Unknown Regions and Imperial space as well as a fistful of northern quadrant space stretching as far as the Jedi planet Ilum. The Empire of the Hand remained independent until 19 ABY, when New Republic infiltrators destroyed the Thrawn clone who had been designated as the territory's heir. The Chiss Ascendancy absorbed some of the Empire of the Hand's leavings, resulting in widespread acceptance of Imperial matériel within the CEDF. Thrawn's hybrid clawcraft (incorporating many design elements from Imperial TIE fighters) soon replaced the traditional Chiss clawcraft starfighter.

In 28 ABY five Ruling Families are reported to have fallen out of power after employing hives of insectile Killiks as laborers. Two Families supposedly became Joiners in the Killik hive-mind, while the other three lost a battle with rival Chiss Families over their continued reliance on the aliens. The Chiss Ascendancy sent pilots to assist the New Republic during the Yuuzhan Vong invasion that same year, and by 36 ABY, the region had been pulled into a border dispute with the Killiks that became known as the Swarm War.



Two Chiss scouts on Csilla

Prominent planets in Chiss Space include:

Avidich. A vertiginous world of high peaks and dizzying drops, Avidich is used by the Chiss to cultivate edible lichens.

Celwis. This colony along the Vagaari Corridor, once raided with regularity by alien aggressors, showcased a decisive demonstration of Chiss military strength shortly after the formation of the CEDF.

Cioral. Home of House Csapla, this planet is heavily urbanized, yet is responsible for overseeing the Ascendancy's half-dozen agricultural colonies.

Copero. Home of House Mitth, this world is the location of the Chiss Ascendancy's largest shipyard.

Cormit. One of two major staging and resupply bases for the Chiss Expansionary Defense Fleet.

Crustai. Site of a Chiss colony founded several decades before the Battle of Yavin.

Csaus. Home of House Inrokini, Csaus is the Ascendancy's hub of science and communications.

Csilla. The ice-covered homeworld of the near-human Chiss, Csilla is the capital of the Chiss Ascendancy.

Jamiron. This world appears barren from space, but hides hydroponic ag facilities inside its porous crust.

Kinoss. The other major base for the CEDF, Kinoss is also the location of an armory and munitions depot.

Klasse Ephemora. This system contains the gas giant Mobus, around which the living planet Zonama Sekot orbited until late in the Yuuzhan Vong war.

Naporar. Home of House Nuruodo, Naporar is the headquarters of the Chiss Expansionary Defense Fleet and the ranking authority overseeing all colonial and household phalanxes.

Ool. A forested planet spotted with vast circular plots of farmland.

Oyokal. An aquaculture colony of fish-stocked pools and wave-riding algal beds, Oyokal is home to a quadrupedal native species.

Pesfavri. Site of a CEDF base, this world is situated along one of the only hyperlanes leading into the Redoubt.

The Redoubt. A cluster of stars at the Ascendancy's fringe, the Redoubt was built up by the CEDF as a defensible, last-ditch installation in case of enemy invasion. Its mouth is guarded by the space station Brask Oto.

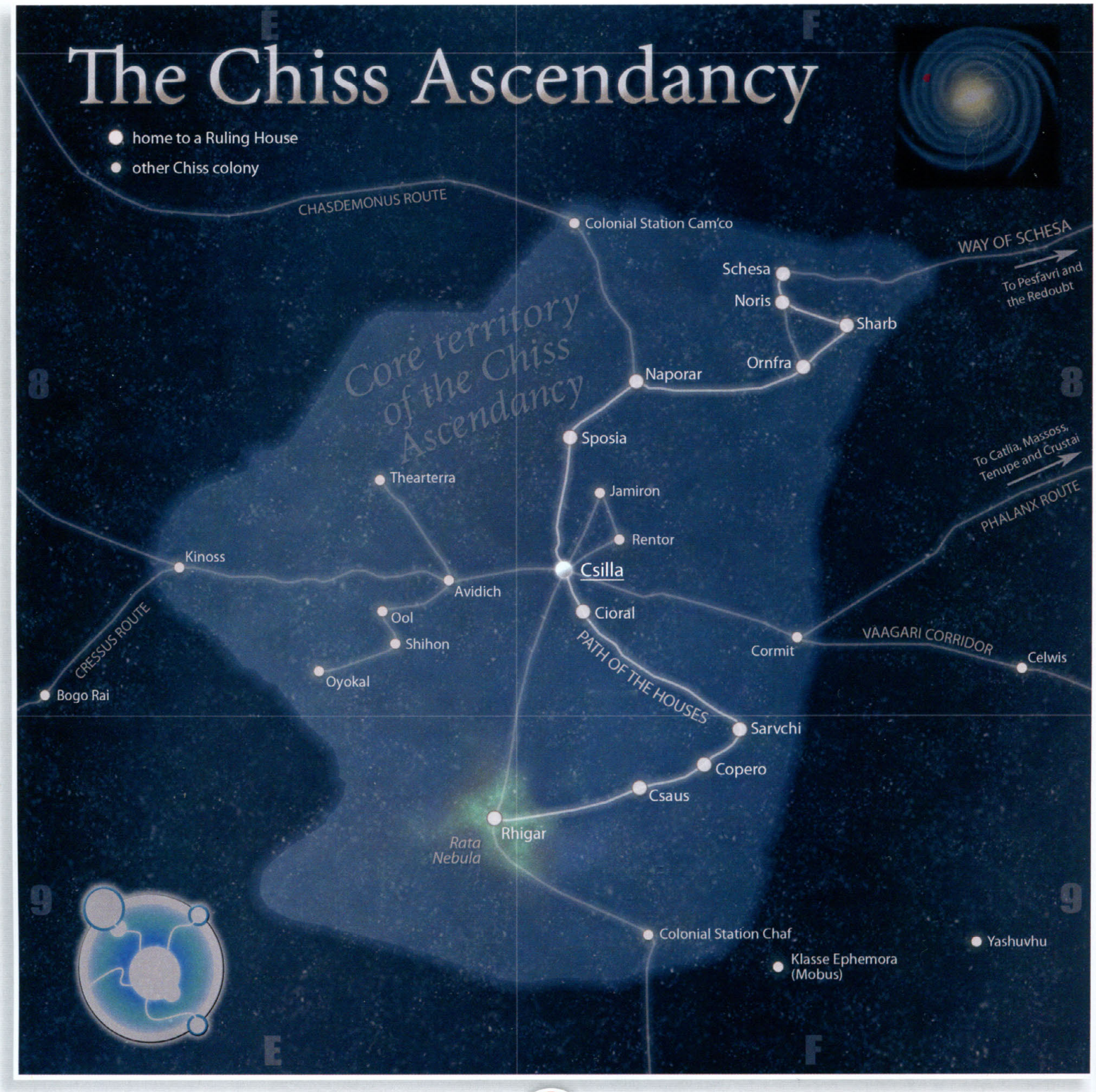
Rentor. The Chiss settlements on this world are constructed atop icebergs that slowly cruise the ocean currents.

Rhigar. Controlled by the Nuruodo family, snowy Rhigar sits in the middle of the Rata Nebula and contains a Chiss military academy.

Sarvchi. Home of House Chaf, Sarvchi is a neutral world of representation for the few non-Chiss species that populate the Ascendancy.

Shihon. All animals on Shihon are boneless, with bulbous gasbags filling the sky and city-sized jellies choking the oceans.

Sposia. Home of House Sabosen, Sposia holds the Ascendancy's top academies and medcenters.



Tenupe. Situated on the Sparkle Run, Tenupe is a jungle world captured by the Chiss Ascendancy from the Killiks in the final battle of the Swarm War.

Thearterra. An obscure body in the S-K system, this world is perpetually racked by volcanoes, hailstorms, and groundquakes.

Thrago. The remote location of a supply depot, and site of a battle during the Swarm War.

Yashuvhu. Located on the Ascendancy's easternmost fringe, this borderlands world shelters a forgotten human population and is generally ignored by the Chiss.

Catlia, Massoss, Sharb, Noris, Schesa, and **Ornfra.** These outlying colonies, all homes to former Ruling Families, were largely wiped out prior to the Swarm War. The families on Catlia and Massoss became Joiners, while the others fell on the losing side of a civil conflict.

CONFLICT RENEWED

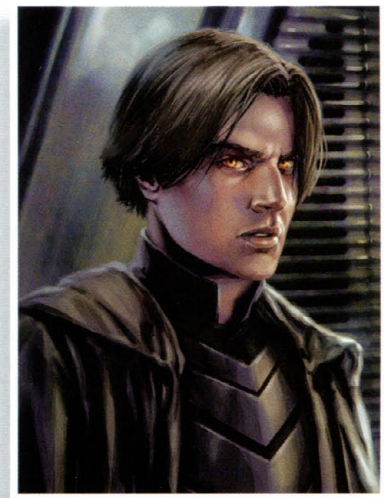
In the years after the Yuuzhan Vong's invasion, the Galactic Alliance worked to restore as many worlds of the galaxy as possible. Efforts were made to reverse the effects of Vongforming, to research worlds (such as those in Hutt Space) that had proved resistant to Yuuzhan Vong biotech, and to resettle species whose worlds had been rendered uninhabitable, such as the Ithorians.

Nearly a decade after the Yuuzhan Vong's defeat, the galaxy seemed on the road to recovery. Zonama Sekot had taken the Yuuzhan Vong with it into the Unknown Regions, the Dark Nest crisis had been averted, and the economies of most sectors and systems were rebounding. The Empire had expanded again, keeping the allegiance of systems it occupied in the final days of the fight against the invaders, but its relations with the government on Coruscant were largely peaceful. But into this relative peace came the return of old tensions between the galaxy's central authority and its leading worlds.



Lumiya

Spared the horrors of the Yuuzhan Vong, Corellia had seen its already great economic power grow still larger. Corellian credits and Corellian military units were at Coruscant's disposal, used to reconstruct the galactic capital and defend its far-flung holdings. And what did Corellia get for its contributions? Restrictions on its ability to strike trade agreements and defend its own interests. Corellia and other powerful economic worlds began agitating in the Senate for a loosening of central authority—and the Corellians secretly began building warships to defend their interests against a reassertion of that authority.



Darth Caedus

After finding hints of the secret fleet and evidence of illegal Adumari arms shipments, the Alliance sought to use force to end the insurrection in its early stages by cowing Corellia with a show of military force and eliminating its rebellious government. Centerpoint Station was disarmed, but the invasion of Corellia failed, and negotiations to de-escalate tensions failed when Corellia's Prime Minister was assassinated. The Alliance blockaded the Corellian system, but that drew Atzerri, Bothawui, and Commenor into the war on the Corellian side—and tensions spread when the Corellians attempted to destabilize the Hapes Cluster with a coup d'état.

After the Corellian blockade was broken by Bothan and Commenori forces, events began spiraling out of control. In the name of civil order, the newly formed Galactic Alliance Guard began clamping down on civil liberties on Coruscant in ways that reminded many of the Empire, and Luke Skywalker and the Jedi sensed the dark side at work somewhere behind the conflict.

With the galaxy increasingly divided and Coruscant distracted, long-dormant feuds erupted in many systems, and Adumar, Bespin, and Fondor joined the Corellian-led Confederation. The two sides battled to a draw at Gilatter, and the Alliance skirmished with Bothans in their sector. The Alliance's forces were stretched thin, and matters were getting worse: More systems seceded from the Alliance or joined the Confederation, which was plotting a wider offensive, and the Mandalorians began to assert their power in a way not seen in generations. In a stunning turn of events, Corellia's second Prime Minister was assassinated and the Alliance's Head of State arrested, leaving Supreme Commander Cha Niathal and Galactic Alliance Guard head Jacen Solo as co-leaders until civilian rule could be restored.

The Confederation launched an assault at Balmorra, joined by Hutt forces in an unsettling reversal of the kajidics' age-old preference for manipulating events behind the scenes. After Balmorra saw major losses for both sides, the Confederation attacked Kuat as prelude for a march on Coruscant. The Alliance sought help from Hapes and Kashyyyk, and the Hapans—fearful of their place in a Confederation-ruled galaxy—answered the call.

Kuat was a massive engagement that lasted for more than a week, with units from Corellia, Bothawui, Commenor, and the Hutts engaging five different Alliance fleets, supported by the Hapans. With victory within the Alliance's grasp, Jedi starfighters took the field to tear apart the Confederation fleet—but then left the theater of battle, breaking with Jacen Solo over his conduct of the war.

The Jedi traveled to Kashyyyk, where the Wookiees were still debating the proper course of action, and asked them to help against Jacen Solo, now lost to the dark side as Darth Cae-

dus. Soon afterward, Jacen brought the Fifth Fleet to Kashyyyk and began turbolaser strikes on the planet. The ruthless bombardment, he hoped, would force the Confederation away from the Core to defend Kashyyyk lest they forfeit the chance of attracting new allies and frighten wavering Alliance systems away from desertion. Jacen's plan worked, but he lost the support of the Hapan Queen Mother, Tenel Ka, who joined the Confederation ships and Jedi starfighters assaulting his forces. The much-reduced Fifth Fleet barely escaped; while the Hapans and the Jedi refused to enter the war on the Confederation side, the three factions agreed to not interfere with one another's efforts to eliminate the threat Jacen Solo posed to the galaxy.



Queen Mother Tenel Ka

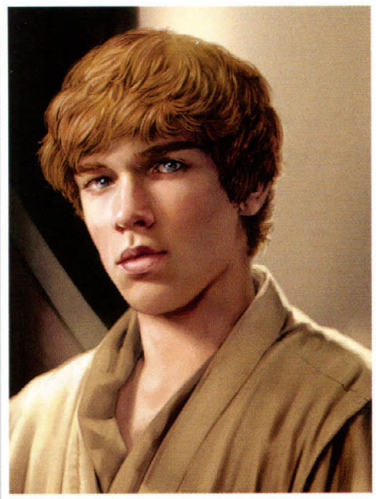
After Kashyyyk, both the Confederation and the Galactic Alliance sought reinforcements. The Confederates sought help from the Remnant and the Corporate Sector, while Caedus tried to bring the Hapans back into Coruscant's orbit. He also continued to prosecute the war, which took yet another ominous turn when a Galactic Alliance commander bombarded Commenor's population centers with asteroids. The Corellians tried to kill Caedus by luring him to negotiations at a deep-space rendezvous, where their attack was joined by Jedi starfighters and a blast from Centerpoint destroyed many of the Second Fleet's capital ships. Caedus escaped and promptly assembled a fleet to take Centerpoint, where a wild battle saw Alliance and Confederate forces trade blows, with the Jedi seeking to assassinate Caedus supported by factions on both sides. Caedus escaped and the battle ended with the destruction of Centerpoint, whose self-immolation destroyed much of both fleets.



Mara Jade

Desperate to beef up his reduced forces, Caedus sought a mutual-aid treaty with the Imperial Remnant, offering the Moffs Borleias and Bilbringi in return for joining him in an attack on Fondor, a key Confederate shipyard. Pellaeon had little regard for Caedus, but accepted his offer, figuring the Remnant would be well positioned to restore order to the galaxy once Caedus's reign had passed.

The events of Fondor would transform the war. Fondor surrendered to the Alliance and Remnant forces after Caedus used the Force to trick the Fondorians into lowering a planetary shield, then bombarded the city of Oridin. But Caedus refused to accept that surrender, feeling he hadn't done enough damage to the planet to achieve his strategic objectives. An angry Niathal tried to relieve Caedus of command, creating a schism: Two-thirds of the Fourth and Third fleets remained loyal to Caedus, who then attacked his co–Chief of State's forces. Pellaeon ordered the Remnant's forces to obey Niathal, for which Caedus's apprentice, Tahiri Veila, killed him. But a new player then entered the battle: Admiral Daala, thought killed at Columus years earlier, led her personal fleet into the fray, fulfilling a promise to Pellaeon. Mandalorian forces under her command seized his flagship *Bloodfin*, and Daala and Niathal repelled the Alliance and Remnant forces that remained loyal to Caedus.

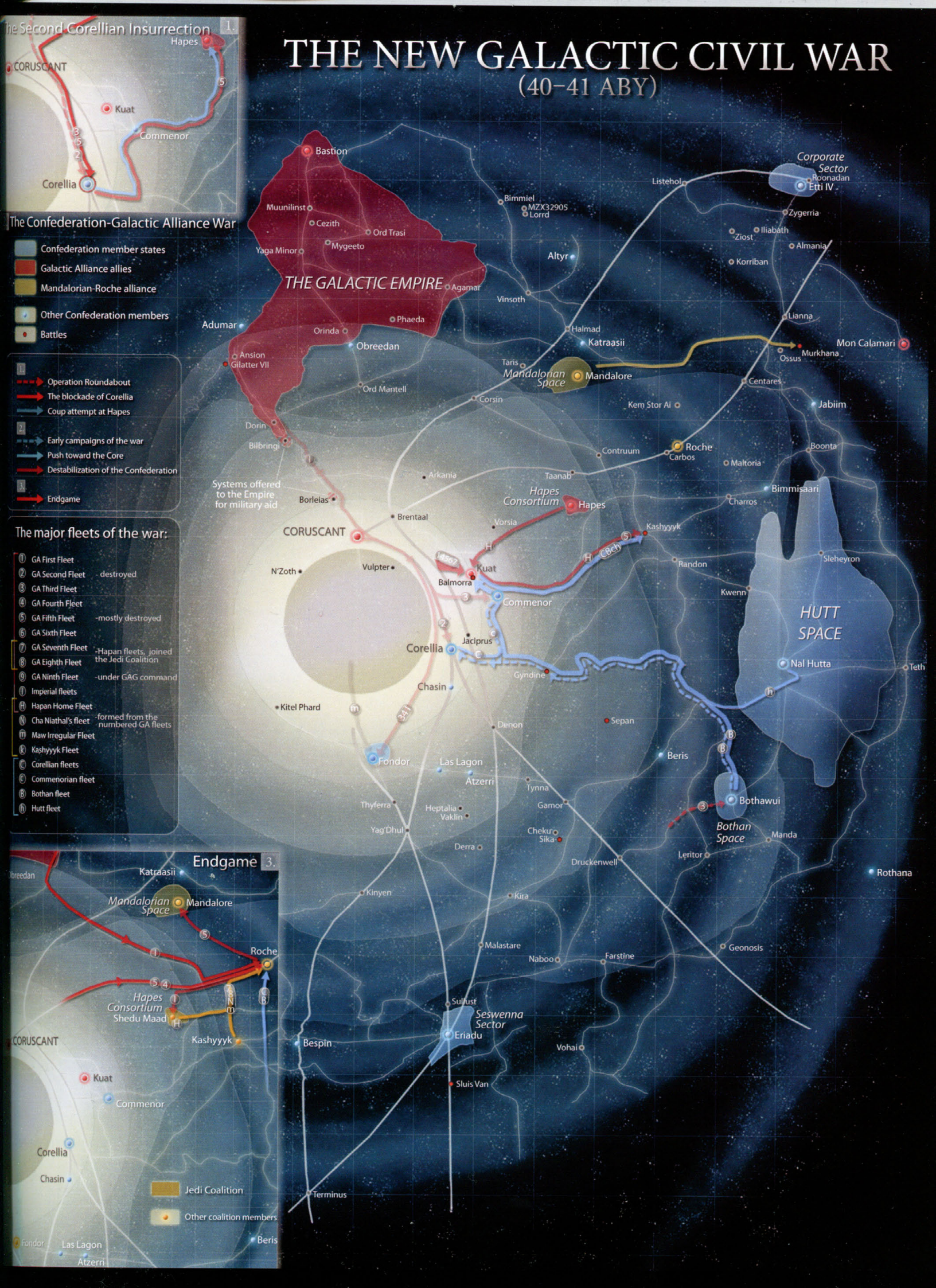


Ben Skywalker

The conflict now became a duel between forces loyal to Caedus, who returned to Coruscant, and those loyal to Niathal, who set up her headquarters on Fondor. And in the midst of this Luke Skywalker sought to create a trap that would let Jaina Solo kill her brother. The two sides clashed at Roche, where Caedus hoped to capture Verpine technology and fought an inconclusive duel with his sister. There he marked Jaina with a Sith "blood trail," not knowing that this played into his uncle's hands. Caedus used the blood trail to follow Jaina to a Jedi redoubt at Shedu Maad in the Transitory Mists of the Hapes Cluster—exactly where Luke wanted him to go. At Shedu Maad the war ended: Jaina killed Caedus, and Jedi and Hapan forces defeated his fleet. Luke offered the Remnant's Moffs a choice: become Hapan prisoners of war or accept Jagged Fel as the new leader of the Moff Council. They opted for Fel's leadership, as well as changes to the Moff Council demanded by the new Galactic Alliance Chief of State—none other than Admiral Daala. When Luke Skywalker and his son, Ben, traveled the spacelanes searching for the cause of a new threat to the Jedi, they found an exhausted galaxy hoping that its unlikely new leaders could bring peace.

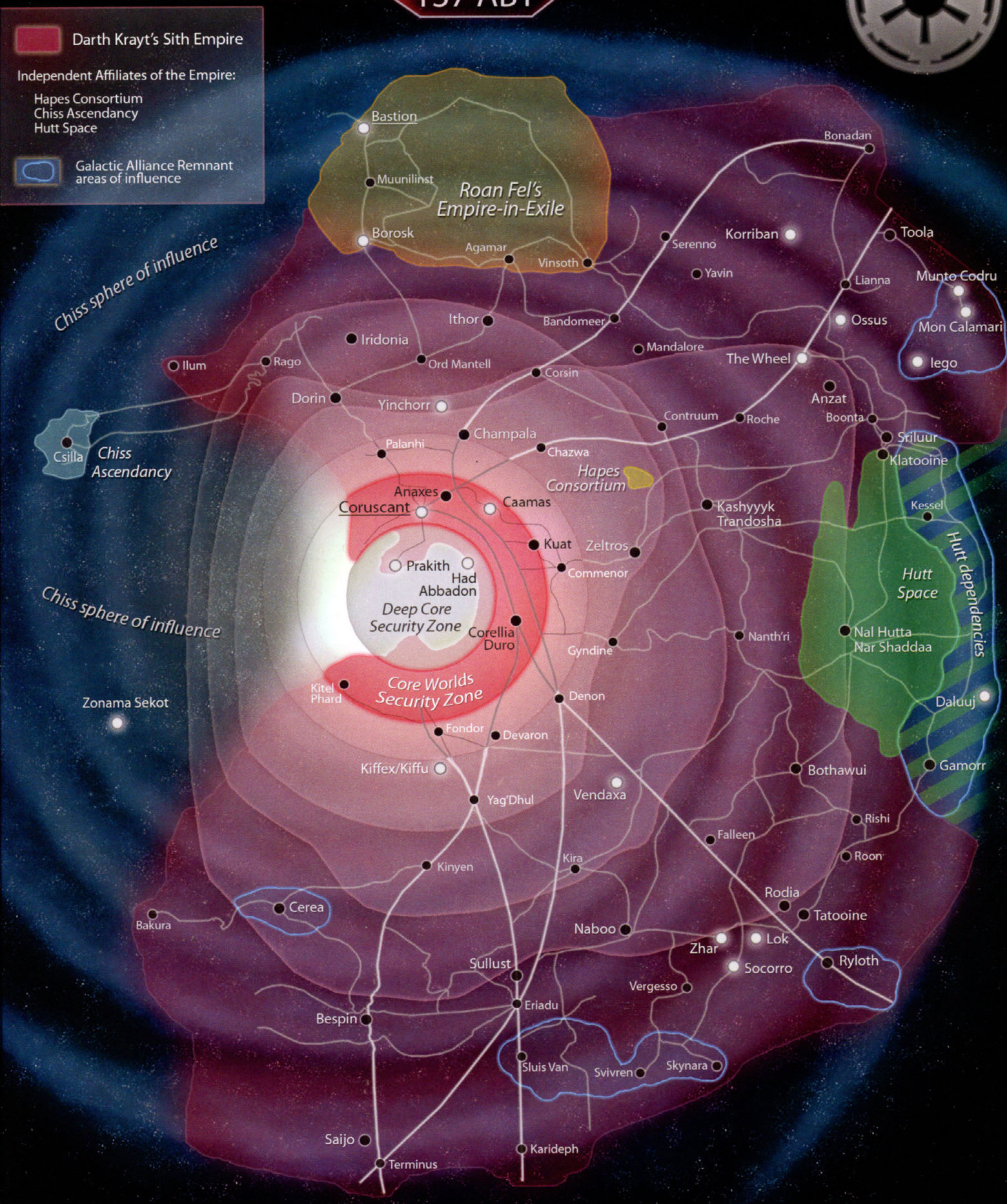


Boba Fett


THE NEW GALACTIC CIVIL WAR
(40–41 ABY)
The Second Corellian Insurrection 1.
Hapes
CORUSCANT
Kuat
Commenor
Corellia
The Confederation-Galactic Alliance War
Confederation member states
Galactic Alliance allies
Mandalorian-Roche alliance
Other Confederation members
Battles
1. Operation Roundabout
The blockade of Corellia
Coup attempt at Hapes
2. Early campaigns of the war
Push toward the Core
Destabilization of the Confederation
3. Endgame
The major fleets of the war:
① GA First Fleet
② GA Second Fleet - destroyed
③ GA Third Fleet
④ GA Fourth Fleet
⑤ GA Fifth Fleet -mostly destroyed
⑥ GA Sixth Fleet
⑦ GA Seventh Fleet -Hapan fleets, joined the Jedi Coalition
⑧ GA Eighth Fleet
⑨ GA Ninth Fleet -under GAG command
Ⓘ Imperial fleets
Ⓗ Hapan Home Fleet
Ⓝ Cha Niathal's fleet -formed from the numbered GA fleets
Ⓜ Maw Irregular Fleet
Ⓚ Kashyyyk Fleet
Ⓒ Corellian fleets
Ⓒ Commenorian fleet
Ⓑ Bothan fleet
Ⓗ Hutt fleet
Endgame 3.
Katraasii
Mandalorian Space
Mandalore
Roche
Hapes Consortium
Shedu Maad
Kashyyyk
CORUSCANT
Kuat
Commenor
Corellia
Chasin
Jedi Coalition
Other coalition members
Fondor
Las Lagon
Atzerri
Beris
Bastion
Muunilinst
Cezith
Ord Trasi
Mygeeto
Yaga Minor
THE GALACTIC EMPIRE
Agamar
Adumar
Ansion
Gilatter VII
Orinda
Phaeda
Obreedan
Ord Mantell
Dorin
Bilbringi
Systems offered to the Empire for military aid
Borleias
Corsin
Vinsoth
Bimmiel
MZX32905
Lorrd
Altyr
Listehol
Corporate Sector
Roonadan
Etti IV
Zygerria
Ziost
Iliabath
Almania
Korriban
Halmad
Katraasii
Lianna
Mon Calamari
Murkhana
Ossus
Taris
Mandalorian Space
Mandalore
Centares
Kem Stor Ai
Jabiim
Contruum
Roche
Carbos
Boonta
Maltoria
Arkania
Taanab
Bimmisaari
Charros
Hapes Consortium
Hapes
Brentaal
Vorsia
Kashyyyk
N'Zoth
Vulpter
Balmorra
Kuat
Randon
Sleheyron
Kwenn
Commenor
HUTT SPACE
Jaciprus
Corellia
Nal Hutta
Teth
Gyndine
Chasin
Kitel Phard
Denon
Sepan
Beris
Fondor
Las Lagon
Atzerri
Tynna
Bothawui
Thyferra
Heptalia
Vaklin
Gamor
Yag'Dhul
Cheku
Sika
Bothan Space
Manda
Derra
Druckenwell
Leritor
Rothana
Kinyen
Kira
Malastare
Naboo
Farstine
Geonosis
Sullust
Seswenna Sector
Eriadu
Bespin
Vohai
Sluis Van
Terminus

THE NEW EMPIRE

137 ABY



EPILOGUE

THE EMPIRE REBORN

A century after the end of the Yuuzhan Vong War, the galaxy's political structure is a reverse image of the status quo that held for generations. The Empire has returned, but fissures are emerging as a power struggle threatens to burst into civil war.

The resolution of the Corellia–Galactic Alliance War saw Jagged Fel overseeing the Imperial Moff Council. His revived Empire believed its future lay in "victory without war," a peaceful yet expansionist philosophy committed to winning territories through diplomacy. A cornerstone of the new policy was the establishment of Imperial Missions across the galaxy, each staffed with healers, engineers, teachers, and scientists who aided impoverished worlds while subtly pushing the Imperial credo. Over time the new Empire absorbed much of the Galactic Alliance's territory, and Jagged Fel's rule morphed into another emperorship, with authority comparable to that of the Old Republic's Supreme Chancellor but organized around the Fel dynasty.



Emperor Roan Fel

The Sith Order did not remain dormant. Reenergized through the actions of Dark Lady Lumiya and Darth Caedus, the Sith found a new champion in A'Sharad Hett, the Tatooine Jedi who had fought bravely in the Clone Wars. Hett named himself Darth Krayt and—his life extended via Yuuzhan Vong implants and dark energies—rebuilt the Sith Order in secrecy while forging a covert alliance with the new Empire.

Tensions began with the Galactic Federation of Free Alliances' decision to restore planets devastated during the Yuuzhan Vong invasion by seeding them with Vong terraforming. Hundreds of planets received the ecological treatments, but sabotage by a revitalized, hidden Sith Order ensured catastrophic failure. Thousands of new worlds rushed into the Imperial fold. Finger pointing between the Galactic Alliance and the Imperial Remnant led to war in 127 ABY, with the Treaty of Anaxes drawing the battle lines. Other parties, including the Hapes Consortium and Bothan Space, withdrew into neutrality.

In 128 ABY the Sith Order revealed itself on the Empire's side as the conflict became known as the Sith–Imperial War. An allegiance with the Chiss Ascendancy strengthened the Empire still further, and the Battle of Caamas in 130 ABY forced the surrender of the Galactic Alliance Fleet. Coruscant's capitulation soon followed, and a strike by the Sith on the Jedi Temple of Ossus resulted in the massacre of hundreds of Jedi Knights and younglings. The Galactic Alliance was permitted to remain in existence, but its puppet Triumvirate rulers stayed in the Empire's pocket.



Cade Skywalker

Emperor Roan Fel moved his throne from Bastion to Coruscant, consolidating the new Empire's vast holdings. Darth Krayt, openly leading his Sith followers from Korriban, sent his agents out into the galaxy to hunt Jedi survivors. However, one faction of the Galactic Alliance military—the Galactic Alliance Core Forces under Admiral Stazi—had refused to surrender at Caamas, and retreated to the Outer Rim to organize a hit-and-run campaign against the Sith. Stazi's forces comprised the Galactic Alliance Remnant, and secured covert help from Hutt Space and planets including Mon Calamari, Ryloth, and Sluis Var.

In 137 ABY Darth Krayt enacted the next phase of his plan by usurping the throne from Fel and crowning himself the new Emperor. Fel retreated to Bastion—where he still enjoyed loyalist support—and worked to forge a partnership with the exiled Galactic Alliance Core Forces against their common enemy.

Admiral Stazi's Galactic Alliance Remnant and Roan Fel's Empire-in-exile attempted to forge an alliance against their common enemy aboard the Wheel space station, but their talks fell apart due to Sith interference. At the Battle of Mon Calamari, however, Stazi's Remnant forces trounced the Empire's Outer Rim Third Fleet and stole the Advanced Star Destroyer *Imperious*.



Darth Krayt

Against this backdrop, Jedi-turned-bounty-hunter Cade Skywalker struggled to live up to the example set by his ancestor Luke—as well as the unwanted advice proffered by Luke's shimmering Force ghost. Cade trekked from Lok to Socorro, then from Vendaxa to Ossus on his hard journey back to the light.

APPENDIX

Bold means the system is mentioned in one of the six films.

SYSTEM	REGION	COORDINATES
23 Mere	Colonies	M-13
2GS-91E20	Core Worlds	M-11
A-Foroon	Outer Rim Territories	R-16
Aaeton	Core Worlds	K-9
Aar	Outer Rim Territories	N-5
Aargau	Core Worlds	L-10
Aargonar	Mid Rim	Q-7
Aaris	Outer Rim Territories	M-21
Aaron	Outer Rim Territories	S-8
Ab'Bshingh	Outer Rim Territories	O-19
Abaarian	Mid Rim	K-7
Abar	Outer Rim Territories	N-5
Abbaji	Outer Rim Territories	H-16
Abhean	Mid Rim	R-7
Abo Dreth	Corporate Sector	S-3
Abonshee	Colonies	K-9
Abraxas	Mid Rim	K-17
Abraxin	Tion Cluster	S-6
Abregado	Core Worlds	K-13
Abridon	Outer Rim Territories	J-18
Abrion Major	Outer Rim Territories	S-15
Absit	Inner Rim	J-13
Abyss	Outer Rim Territories	S-7
Ac'fren	Outer Rim Territories	T-9
Achillea	Colonies	L-13
Adamastor	Core Worlds	L-9
Adari	Inner Rim	M-9
Adarlon	Outer Rim Territories	M-20
Adikaria	Core Worlds	K-12
Adim	Inner Rim	M-9
Adin	Expansion Region	M-7
Adner	Expansion Region	N-16
Adoris	Mid Rim	L-17
Aduba	Outer Rim Territories	U-11
Adumar	Wild Space	J-6
Aefao	Outer Rim Territories	N-5
Aeneid	Outer Rim Territories	T-10
Aesolian	Wild Space	I-15
Aeten	Wild Space	J-6
Affa	Inner Rim	M-13
Affavan	Hutt Space	S-12
Agamar	Outer Rim Territories	M-5
Agash	Expansion Region	K-15
Agomar	Outer Rim Territories	M-18
Agon	Outer Rim Territories	T-7
Agora	Outer Rim Territories	M-19
Agridorn	Colonies	N-12
Agriworld-2079	Mid Rim	L-7
Aguarl	Expansion Region	N-15
Ahakista	Outer Rim Territories	K-3
Aida	Mid Rim	Q-13
Aikhibba	Mid Rim	P-13
Ailon	Inner Rim	N-12
Aiquin	Outer Rim Territories	L-20
Akrit'tar	Outer Rim Territories	T-9
Akuria	Outer Rim Territories	M-5
Alabash	Colonies	K-9
Alakatha	Mid Rim	M-16
Alarevi	Outer Rim Territories	S-17
Alashan	Wild Space	J-5
Alaspin	Outer Rim Territories	S-8
Alassa Major	Mid Rim	O-16
Alba	Outer Rim Territories	O-6
Albecus	Core Worlds	L-9
Albrae-Don	Colonies	L-13
Alderaan	**Core Worlds**	**M-10**
Alderath	Mid Rim	L-7
Alderbathe	Mid Rim	J-6
Aldereen	Inner Rim	M-14
Aldivy	Outer Rim Territories	Q-4
Aldo Spach	Outer Rim Territories	S-7
Aldraig	Core Worlds	M-10
Alee	Hutt Space	R-9
Aleen	Inner Rim	M-13
Aleron	Colonies	L-13
Alfestril	Inner Rim	N-12
Algara	Mid Rim	P-15
Algarian	Mid Rim	Q-15
Algarra	Outer Rim Territories	P-6
Algnadesh	Hapes Cluster	O-9
Algor	Tion Cluster	S-6
Algunnis	Mid Rim	Q-10
Alion	Inner Rim	L-14
Alisandor	Colonies	L-13
Alk'Lellish	Expansion Region	N-7
Alkenak	Core Worlds	M-12
Alland	Core Worlds	K-10
Allandor	Colonies	L-13
Allanteen	Expansion Region	O-14
Alliga	Outer Rim Territories	S-7
Alluuvia	Outer Rim Territories	M-19
Allyuen	Outer Rim Territories	K-18
Almak	Mid Rim	J-17
Almakar	Inner Rim	N-9
Almania	Outer Rim Territories	S-5
Almar	Outer Rim Territories	M-19
Almaran	Outer Rim Territories	M-19
Alpheridies	Expansion Region	O-8
Alsakan	Core Worlds	L-9
Altair	Outer Rim Territories	P-6
Altarrn	Mid Rim	J-7
Altawar	Core Worlds	M-11
Althir	Outer Rim Territories	P-6
Altier	Expansion Region	O-13
Altikar	Outer Rim Territories	O-18
Altor	Outer Rim Territories	U-13
Altora	Outer Rim Territories	L-3
Altratonne	Outer Rim Territories	S-7
Altyr	Outer Rim Territories	O-5
Alui	Mid Rim	M-17
Alurion	Outer Rim Territories	L-4
Alvorine	Outer Rim Territories	S-14
Alzar	Outer Rim Territories	R-6
Alzoc	Outer Rim Territories	P-19
Amaltanna	Outer Rim Territories	N-4
Amar	Inner Rim	O-10
Amarin	Tion Cluster	S-6
Ambria	Inner Rim	O-10
Amfar	Inner Rim	O-8
Ammuud	Corporate Sector	S-4
Amorphiia	Mid Rim	L-16
Amorris	Outer Rim Territories	O-6
Ampliquen	Outer Rim Territories	R-7
Anantapar	Outer Rim Territories	K-18
Anarak	Outer Rim Territories	R-4
Anaxes	Core Worlds	L-9
Ancathia	Outer Rim Territories	K-5
Anchoron	Outer Rim Territories	M-18
Andalia	Hapes Cluster	O-9
Andara	Core Worlds	L-13
Andasala	Outer Rim Territories	P-18
Ando	Mid Rim	Q-15
Andooweel	Outer Rim Territories	R-16
Andosha	Mid Rim	P-15
Anemcoro	Outer Rim Territories	K-5
Anga	Mid Rim	Q-8
Angeria	Mid Rim	O-8
Angor	Outer Rim Territories	K-4
Angratha	Mid Rim	L-18
Anic	Mid Rim	Q-15
Ank Ki'Shor	Outer Rim Territories	S-5
Ank Kit'aar	Mid Rim	O-15
Ankus	Mid Rim	I-7
Annaj	Outer Rim Territories	H-16
Annoo	Outer Rim Territories	S-8
Anoat	**Outer Rim Territories**	**K-18**
Anobis	Mid Rim	L-7
Anorelga	Outer Rim Territories	K-3
Anoth	Wild Space	J-20
Ansarra	Mid Rim	O-16
Ansata	Core Worlds	M-11
Ansek	Mid Rim	M-17
Ansillivog	Expansion Region	N-15
Ansion	**Mid Rim**	**I-6**
Anstares	Mid Rim	L-17
Antakaria	Mid Rim	R-14
Antamont	Outer Rim Territories	R-6
Antar	Inner Rim	N-12
Antared	Outer Rim Territories	Q-4
Antares	Inner Rim	N-12
Anteevy	Mid Rim	P-7
Antemeridias	Outer Rim Territories	R-7
Antipose	Centrality	U-8
Antiquity	Mid Rim	L-18
Antmuel	Outer Rim Territories	M-3
Anto's Star	Outer Rim Territories	K-20
Anturus	Mid Rim	L-18
Anx Minor	Outer Rim Territories	L-4
Anzat	Mid Rim	R-7
Apatros	Outer Rim Territories	Q-16
Aphran	Inner Rim	K-8
Apiliria	Wild Space	T-5
Aplooine	Outer Rim Territories	M-17
Aquaris	Expansion Region	N-7
Aquella	Mid Rim	L-17
Aquilae	Colonies	N-12
Aquilaris	Outer Rim Territories	O-17
Arabanth	Hapes Cluster	O-9
Aradia	Core Worlds	K-10
Arah	Outer Rim Territories	J-6
Aralia	Outer Rim Territories	R-7
Aramand	Expansion Region	O-14
Aramanoo	Outer Rim Territories	U-10
Arami	Outer Rim Territories	T-13
Arapia	Outer Rim Territories	R-18
Arat Fraca	Colonies	M-12
Arbra	Outer Rim Territories	N-17
Arcan	Tion Cluster	S-6
Archae Teuthis	Expansion Region	O-14
Archais	Hapes Cluster	O-9
Arcopola	Outer Rim Territories	Q-5
Arcura	Inner Rim	L-8
Arda	Outer Rim Territories	Q-6
Ardru	Inner Rim	N-13
Argai	Tion Cluster	S-6
Argai Minor	Colonies	M-9
Argavat	Colonies	J-13
Argazda	Outer Rim Territories	N-4
Argo	Outer Rim Territories	N-5
Argoon	Tion Cluster	S-6
Argovia	Mid Rim	S-14
Argul	Mid Rim	L-17
Argus	Mid Rim	P-16
Ariarch-17	Mid Rim	J-6
Aridka	Mid Rim	Q-14
Aridus	Expansion Region	O-14
Aris	Outer Rim Territories	K-5
Aris Minor	Outer Rim Territories	O-18
Arkam	Inner Rim	N-13
Arkania	Colonies	M-8
Arkanis	Outer Rim Territories	R-17
Arkonne	Outer Rim Territories	M-19
Arkuda	Outer Rim Territories	Q-6
Arleen	Centrality	T-8
Armath	Expansion Region	N-15
Arorua	Outer Rim Territories	R-5
Arporatal-Lanin	Mid Rim	K-18
Arquata Station	Expansion Region	L-15
Arramanx	Tion Cluster	S-6
Arrgaw	Expansion Region	N-15
Arsteni	Colonies	L-8
Artesia	Expansion Region	P-12
Artom	Expansion Region	J-15
Artorias	Outer Rim Territories	L-2
Artus Prime	Outer Rim Territories	Q-4
Aruza	Expansion Region	I-14
Arzid	Outer Rim Territories	T-9
Asamin	Mid Rim	M-7
Asation	Outer Rim Territories	K-3
Ashas Ree	Outer Rim Territories	R-5
Asher	Outer Rim Territories	N-5
Ashkas-kov	Colonies	M-9
Askaj	Outer Rim Territories	M-20
Askaria	Expansion Region	P-12
Asmall	Inner Rim	O-9
Asmeru	Mid Rim	L-17
Asran	Expansion Region	O-14
Asrat	Inner Rim	N-8
Ast Kikorie	Outer Rim Territories	H-16
Asturias	Expansion Region	M-16
Atapap	Inner Rim	N-12
Atchorb	Corporate Sector	S-3
Athallia	Expansion Region	M-15
Ather	Outer Rim Territories	L-20
Athiss	Outer Rim Territories	R-4
Ator	Core Worlds	M-10
Atorra	Outer Rim Territories	Q-5
Atraken	Outer Rim Territories	Q-7
Atrakus	Expansion Region	M-15
Atravis	Outer Rim Territories	L-19
Atron	Mid Rim	L-18
Attahox	Expansion Region	P-12
Atterol	Outer Rim Territories	L-19
Aturi Cluster	Outer Rim Territories	O-18
Atzerri	Inner Rim	M-13
Aurea	Core Worlds	M-11
Auril	Outer Rim Territories	R-7
Austan	Outer Rim Territories	R-16
Avenelle	Mid Rim	P-9
Averam	Outer Rim Territories	M-18
Averill	Mid Rim	P-11
Avidich	Chiss Space	E-8
Aviles Prime	Expansion Region	M-15
AX-456	Colonies	M-9
Axion	Expansion Region	P-10
Axxila	Outer Rim Territories	O-5
Aylayl	Hutt Space	S-12
Azbrian	Core Worlds	L-12
Azna	Outer Rim Territories	P-6
Aztubek	Outer Rim Territories	K-18
Azura	Outer Rim Territories	M-6
Azure	Mid Rim	P-8
Azzameen Station	Outer Rim Territories	N-17
B-Foroon	Outer Rim Territories	R-16
B'Knos	Wild Space	G-16
B'trilla	Outer Rim Territories	Q-5
Babali	Outer Rim Territories	P-3
Babbadod	Inner Rim	N-14
Bacrana	Expansion Region	O-14
Bactriasa	Inner Rim	O-10
Baes Logia	Outer Rim Territories	O-18
Baffop	Outer Rim Territories	O-19
Bahalian	Outer Rim Territories	P-18
Bajic	Outer Rim Territories	P-18
Bakisian Drift	Outer Rim Territories	N-5
Bakkah	Outer Rim Territories	P-6
Bakura	Wild Space	G-16
Bal'demnic	Outer Rim Territories	R-7
Balaidas	Colonies	L-8
Balamak	Mid Rim	Q-9
Balanor	Outer Rim Territories	M-6
Baldavia	Hapes Cluster	O-9

Baldur	Expansion Region	P-9
Balfron	Core Worlds	K-9
Balis-Baurgh	Mid Rim	K-16
Balith	Inner Rim	N-7
Balmorra	Colonies	M-10
Balosar	Core Worlds	L-12
Balowa	Mid Rim	Q-12
Baltimn	Outer Rim Territories	S-4
Baltizaar	Mid Rim	K-7
Bamasia	Inner Rim	N-9
Ban-Satir	Corporate Sector	S-4
Bancar	Outer Rim Territories	J-19
Bandomeer	Outer Rim Territories	O-7
Bandonia	Core Worlds	L-10
Bannistar Station	Mid Rim	O-15
Bantu	Core Worlds	M-12
Banvhar Station	Outer Rim Territories	J-18
Barab	Outer Rim Territories	U-12
Baraboo	Core Worlds	M-11
Baradas	Colonies	L-8
Baralou	Outer Rim Territories	H-20
Baramorra	Outer Rim Territories	J-4
Barancar	Tion Cluster	S-6
Barcaria	Mid Rim	K-16
Barcola	Colonies	N-10
Barenth	Expansion Region	K-8
Barison	Outer Rim Territories	Q-6
Barkhesh	Outer Rim Territories	K-19
Barlok	Inner Rim	L-8
Barnaba	Colonies	L-13
Baroli	Expansion Region	N-14
Baroonda	Outer Rim Territories	T-9
Baros	Outer Rim Territories	U-7
Barpine	Outer Rim Territories	N-6
Barraken	Outer Rim Territories	H-19
Bars Barka	Mid Rim	J-6
Barseg	Tion Cluster	S-6
Barundi	Outer Rim Territories	S-5
Basan	Mid Rim	P-15
Basarais	Expansion Region	O-11
Basilisk	Core Worlds	L-9
Baskarn	Outer Rim Territories	M-6
Bassadro	Colonies	L-13
Bassel	Inner Rim	N-13
Basteel	Outer Rim Territories	P-3
Bastion	Outer Rim Territories	K-3
Bastooine (Orellon)	Outer Rim Territories	I-17
Bator Bai	Mid Rim	L-18
Batorine	Colonies	J-9
Batravia	Expansion Region	P-11
Baummu	Outer Rim Territories	U-8
Bavva	Outer Rim Territories	K-18
Baylagon	Core Worlds	M-10
Baylinn Cluster	Mid Rim	R-16
Bazaar	Outer Rim Territories	M-6
Bazarre	Outer Rim Territories	M-6
Beauchen	Mid Rim	P-8
Bedlam Pulsar	Mid Rim	O-7
Beetle Nebula	Outer Rim Territories	N-18
Begeren	Outer Rim Territories	R-4
Beheboth	Outer Rim Territories	O-17
Belasco	Expansion Region	O-11
Belassar	Expansion Region	J-8
Belat	Mid Rim	O-16
Belazura	Colonies	M-13
Belderone	Outer Rim Territories	R-6
Beledeen	Colonies	K-13
Belgaroth	Core Worlds	K-13
Belial	Outer Rim Territories	N-17
Belkadan	Outer Rim Territories	L-1
Bellassa	Core Worlds	M-11
Bellis	Outer Rim Territories	P-7
Belloria	Outer Rim Territories	M-18
Belnar	Colonies	M-9
Belovia	Expansion Region	P-12
Belsavis	Outer Rim Territories	L-18
Belshar Othacuu	Mid Rim	J-7
Belsmuth	Outer Rim Territories	O-6
Belthu	Outer Rim Territories	O-7
Beltrix	Inner Rim	M-14
Belvaria	Mid Rim	P-15
Bendeluum	Outer Rim Territories	K-18
Bendone	Outer Rim Territories	R-3
Bengat	Inner Rim	J-8
Bengely	Outer Rim Territories	N-19
Benja-Rihn	Mid Rim	Q-14
Benkal	Wild Space	H-17
Benwabula	Outer Rim Territories	U-7
Ber de Val	Colonies	M-9
Berason	Mid Rim	Q-12
Berchest	Inner Rim	N-8
Berea	Outer Rim Territories	M-19
Beris	Mid Rim	Q-13
Berri	Inner Rim	N-9
Berrol's Donn	Outer Rim Territories	K-19
Berrun	Colonies	M-10
Bes	Outer Rim Territories	M-20
Besberra	Outer Rim Territories	L-20
Bescane	Outer Rim Territories	K-3
Bescro	Deep Core	L-10
Beshka	Outer Rim Territories	R-3
Besn	Outer Rim Territories	N-18
Besnia	Colonies	N-12
Bespin	**Outer Rim Territories**	**K-18**
Bessimir	Core Worlds	L-9
Bestal	Outer Rim Territories	I-19
Bestine	**Inner Rim**	**M-14**
Beta Olikark	Outer Rim Territories	S-4
Beta Rhama	Outer Rim Territories	R-17
Betha	Outer Rim Territories	P-4
Bethal	Colonies	L-13
Bethars	Core Worlds	M-12
Betolio	Colonies	L-13
Betshish	Outer Rim Territories	P-5
Bettel	Outer Rim Territories	K-18
Bevell	Inner Rim	L-8
Bextar	Outer Rim Territories	J-4
Bezim	Mid Rim	J-7
Bhargebba	Outer Rim Territories	R-4
Bheriz	Outer Rim Territories	U-10
Bhuna Sound	Mid Rim	K-17
Bianas	Colonies	L-13
Bid'jerma	Outer Rim Territories	J-5
Biewa	Corporate Sector	S-4
Biitu	Outer Rim Territories	K-5
Biivren	Expansion Region	P-9
Bilbringi	Inner Rim	J-8
Bilios	Colonies	L-13
Bimin Three	Expansion Region	N-15
Bimmiel	Outer Rim Territories	N-4
Bimmisaari	Mid Rim	R-9
Binaros	Outer Rim Territories	M-21
Binquaros	Outer Rim Territories	N-5
Biravia	Mid Rim	O-7
Birgis	Outer Rim Territories	M-3
Birix	Mid Rim	R-8
Birjis	Outer Rim Territories	R-17
Birsingrial	Core Worlds	L-10
Bisellia	Outer Rim Territories	K-4
Bissillirus	Mid Rim	Q-10
Bith	Core Worlds	L-13
Bivoli	Inner Rim	L-15
Black Bantha	Inner Rim	K-8
Black Hole of Nakat	Inner Rim	N-7
Black Hole of Quintas	Outer Rim Territories	J-19
Black Nebula	Colonies	M-12
Black Widow Nebula	Mid Rim	T-9
Blathar	Mid Rim	R-15
Blenjeel	Mid Rim	Q-15
Blimph	Mid Rim	Q-10
Blood Nest	Mid Rim	P-7
Bloxia	Wild Space	I-7
Blyte	Colonies	L-13
Bnach	Outer Rim Territories	T-9
Bnar	Outer Rim Territories	K-3
Boden	Outer Rim Territories	M-18
Bodrin	Outer Rim Territories	M-20
Bogden	Inner Rim	M-8
Bogo Rai	Unknown Regions	E-8
Bolad	Outer Rim Territories	S-8
Boledge	Inner Rim	N-12
Bolenia	Core Worlds	K-9
Boltrunia	Outer Rim Territories	U-11
Bomis Koori	Mid Rim	K-16
Bomodon	Mid Rim	O-15
Bompreil	Outer Rim Territories	P-7
Bonadan	Corporate Sector	S-3
Boonta	Outer Rim Territories	S-8
Boordii	Expansion Region	N-7
Bootana Shagplan	Hutt Space	S-10
Boranall	Mid Rim	P-15
Boranda	Mid Rim	R-14
Borao	Inner Rim	M-14
Borcorash	Outer Rim Territories	N-6
Borgo Prime	Outer Rim Territories	M-6
Borkeen	Outer Rim Territories	O-6
Borkyne	Expansion Region	L-15
Borleias	Colonies	K-9
Borloria	Expansion Region	O-8
Borlov	Outer Rim Territories	J-19
Bormea	Core Worlds	L-9
Bormter	Wild Space	H-14
Bormus	Mid Rim	N-16
Boro-borosa	Mid Rim	L-18
Borosk	Outer Rim Territories	K-5
Bortele Cluster	Mid Rim	R-8
Bortras	Outer Rim Territories	M-18
Boruga	Core Worlds	L-10
Bosch	Core Worlds	K-10
Bosph	Outer Rim Territories	Q-3
Bosthirda	Outer Rim Territories	R-5
Bota	Outer Rim Territories	M-18
Botajef	Outer Rim Territories	O-6
Bothawui	**Mid Rim**	**R-14**
Botor	Core Worlds	K-12
Boudolayz	Colonies	N-12
Bovo Yagen	Expansion Region	O-13
Boz Pity	**Mid Rim**	**S-9**
Boztrok	Outer Rim Territories	R-3
Bpfassh	Outer Rim Territories	M-19
Brachnis Chorios	Outer Rim Territories	R-7
Bragkis	Outer Rim Territories	R-6
Bramior	Inner Rim	M-9
Branteez	Outer Rim Territories	Q-17
Brask Oto Command Station	Chiss Space	H-7
Breeka	Outer Rim Territories	P-17
Brella Temior	Colonies	M-9
Brentaal	Core Worlds	L-9
Bresan	Outer Rim Territories	M-21
Breshig	Outer Rim Territories	O-7
Breshkall	Outer Rim Territories	O-19
Bresnia	Mid Rim	Q-14
Breta Yaga	Outer Rim Territories	O-3
Brevost	Expansion Region	O-15
Bri'ahl	Outer Rim Territories	I-17
Bridin Anchorage	Outer Rim Territories	P-18
Brigia	Tion Cluster	T-6
Brint-wo	Outer Rim Territories	I-18
Brintooin	Outer Rim Territories	M-18
Briston	Colonies	M-9
Brochiib	Wild Space	S-3
Brodo Asogi	Outer Rim Territories	J-4
Brodogon	Outer Rim Territories	L-18
Broest	Core Worlds	L-10
Brolsam	Outer Rim Territories	M-21
Bronsoon	Outer Rim Territories	P-6
Bront	Outer Rim Territories	O-19
Brosi	Corporate Sector	S-3
Brunet	Outer Rim Territories	J-5
Bruvia	Expansion Region	P-11
Bryexx	Colonies	M-13
Bryndar	Outer Rim Territories	K-19
Bryx	Mid Rim	R-8
Bseto	Mid Rim	P-7
Buamlon Central	Outer Rim Territories	Q-4
Buchich	Outer Rim Territories	U-6
Budpock	Outer Rim Territories	R-7
Bulwark	Wild Space	U-7
Bundil	Outer Rim Territories	S-16
Bundim	Mid Rim	Q-10
Bunduki	Outer Rim Territories	H-16
Burna	Outer Rim Territories	L-6
Burnin Konn	Outer Rim Territories	K-18
Burska	Mid Rim	I-7
Bursoll	Wild Space	H-17
Byblos	Colonies	M-12
Byllura	Outer Rim Territories	M-17
Bynarria	Mid Rim	P-8
Byrsym	Mid Rim	P-15
Byss	Deep Core	K-11
C-Foroon	Outer Rim Territories	R-16
Caamas	Core Worlds	M-9
Caaraz	Outer Rim Territories	H-17
Caarimon	Outer Rim Territories	R-7
Cademimu	Outer Rim Territories	M-6
Cadinth	Tion Cluster	S-6
Cadma	Centrality	T-8
Cadomai	Outer Rim Territories	R-3
Cal-Seti	Core Worlds	K-10
Calabar	Core Worlds	L-9
Caldoni	Core Worlds	M-12
Calfa	Hapes Cluster	O-9
Calgon	Outer Rim Territories	R-7
Calipsa	Colonies	L-13
Calline	Outer Rim Territories	Q-18
Callonia	Colonies	K-9
Callos	Outer Rim Territories	M-17
Calonica	Expansion Region	K-16
Caloria	Colonies	L-13
Caltinia	Mid Rim	L-17
Calus	Inner Rim	L-15
Caluula	Tion Cluster	T-6
Camaria	Outer Rim Territories	M-19
Camblia	Colonies	L-13
Cambria	Deep Core	L-10
Camden	Outer Rim Territories	O-5
Camen	Outer Rim Territories	N-18
Camus	Outer Rim Territories	Q-4
Canastra	Core Worlds	K-10
Candoria	Colonies	J-13
Canti	Colonies	L-13
Cantras Gola	Outer Rim Territories	J-4
Cantros	Outer Rim Territories	J-20
Canyon	Expansion Region	J-15
Capella	Outer Rim Territories	Q-6
Caprioril	Core Worlds	K-9
Capza	Outer Rim Territories	K-4
Caramm	Mid Rim	R-8
Carbos	Mid Rim	Q-8
Carcel	Expansion Region	O-8
Carconth	Core Worlds	M-11
Cardellia	Outer Rim Territories	N-7
Cardooine	Outer Rim Territories	R-7
Cardua	Core Worlds	L-10
Carest	Inner Rim	N-8
Cargamalis	Mid Rim	K-18
Carida	Colonies	M-9
Carlania	Hapes Cluster	O-9
Carnovia	Hutt Space	S-12
Carnth	Mid Rim	M-7
Carosi	Outer Rim Territories	P-4
Carpagia	Colonies	L-9
Carratos	Inner Rim	K-8
Carrivar	Unknown Regions	G-9
Carsanza	Mid Rim	L-17
Cartao	Expansion Region	O-8
Carto	Expansion Region	O-13
Carz	Outer Rim Territories	O-20
Casfield	Mid Rim	P-7
Cassander	Outer Rim Territories	K-5
Castell	Colonies	M-9
Cathar	Outer Rim Territories	N-6
Cathis	Outer Rim Territories	K-19
Catlia	Chiss Space	G-8
Cato Neimoidia	Colonies	N-11

Cattamascar	Wild Space	G-16
Cauldron Nebula	Outer Rim Territories	P-3
Cauper	Colonies	L-13
Caursito	Colonies	K-8
Cavaell	Core Worlds	M-12
Cedre	Outer Rim Territories	O-6
Cedrell	Core Worlds	M-12
Cegul	Outer Rim Territories	M-20
Cejansij	Mid Rim	R-9
Celanon	Outer Rim Territories	O-6
Celdaru	Wild Space	I-8
Celegia	Expansion Region	O-10
Celestial Wake, The	Outer Rim Territories	K-19
Celwis	Chiss Space	F-8
Centares	Mid Rim	R-7
Cerea	Mid Rim	I-16
Cerenia	Expansion Region	N-15
Cerilia	Outer Rim Territories	Q-3
Ceriun	Outer Rim Territories	Q-6
Cesya	Colonies	L-13
Ceti 597	Mid Rim	M-7
Cezith	Outer Rim Territories	K-4
Ch'hodos	Outer Rim Territories	R-4
Ch'manss	Mid Rim	M-17
Chaastern	Colonies	M-9
Chabosh	Outer Rim Territories	M-5
Chad	Outer Rim Territories	R-7
Chagaria	Outer Rim Territories	N-18
Chalacta	Mid Rim	R-10
Chalcedon	Mid Rim	I-16
Challon	Core Worlds	L-9
Chamble	Mid Rim	Q-10
Chamm	Core Worlds	M-12
Champala	Inner Rim	L-8
Chandaar	Tion Cluster	S-6
Chandrila	Core Worlds	L-9
Changa	Outer Rim Territories	Q-18
Chanosant	Expansion Region	O-11
Charbodia	Inner Rim	N-9
Chardaan	Inner Rim	N-13
Charenthoth	Colonies	N-9
Charis	Outer Rim Territories	M-21
Charmath	Core Worlds	K-9
Charra	Expansion Region	P-14
Charros	Mid Rim	R-9
Charubah	Hapes Cluster	O-9
Chasin	Core Worlds	M-12
Chateuse	Outer Rim Territories	K-19
Chaykin	Expansion Region	O-14
Chazwa	Inner Rim	N-8
Cheelit	Mid Rim	I-16
Cheeyoom Matee	Core Worlds	K-9
Chekria	Colonies	M-9
Cheku	Expansion Region	O-15
Chennis	Expansion Region	M-7
Chenowei	Outer Rim Territories	Q-5
Cheruba	Hapes Cluster	O-9
Chestrashus	Wild Space	Q-3
Chibias	Mid Rim	K-17
Chiron	Outer Rim Territories	T-7
Chirrion	Outer Rim Territories	Q-6
Choah	Outer Rim Territories	S-5
Choi	Inner Rim	M-13
Chokan	Mid Rim	Q-13
Cholganna	Outer Rim Territories	T-5
Chommell Minor	Mid Rim	O-17
Chorax	Colonies	N-11
Chorra	Inner Rim	J-13
Chortose	Outer Rim Territories	N-20
Chosper	Hapes Cluster	O-9
Chrellis	Outer Rim Territories	M-5
Christophsis	Outer Rim Territories	Q-16
Chroma Zed	Mid Rim	Q-12
Chromovon	Outer Rim Territories	P-4
Chrona	Inner Rim	O-8
Chryya	Mid Rim	M-17
Chundu	Outer Rim Territories	L-20
Churruma	Outer Rim Territories	J-5
Cificap	Mid Rim	Q-16
Cilpar	Colonies	L-13
Cimarosa	Mid Rim	K-17
Cinnabar	Core Worlds	M-11
Cioral	Chiss Space	F-8
Circarpous	Expansion Region	O-12
Circumtore	Hutt Space	S-12
Cirra	Expansion Region	O-14
Cirrus	Outer Rim Territories	J-6
Cirus	Outer Rim Territories	R-17
Citlik	Expansion Region	O-14
Ciutric	Outer Rim Territories	N-5
Claer	Colonies	L-13
Clak'dor	Outer Rim Territories	M-18
Clantaano	Outer Rim Territories	U-12
Clar, The	Wild Space	I-20
Clariv	Tion Cluster	S-6
Clendor	Inner Rim	O-8
Cloak of the Sith, The	Outer Rim Territories	S-15
Cmaoli Di	Outer Rim Territories	M-17
Coachelle	Mid Rim	P-10
Codia	Mid Rim	H-15
Colla	Inner Rim	N-9
Colonial Station Cam'co	Chiss Space	F-8
Colonial Station Chaf	Chiss Space	F-9
Cols	Mid Rim	O-10
Columex	Outer Rim Territories	R-6
Columus	Core Worlds	M-11
Colunda Prime	Outer Rim Territories	S-7
Cometwash, The	Outer Rim Territories	Q-6
Comkin	Inner Rim	N-7
Commenor	Colonies	N-10
Comra	Outer Rim Territories	J-5
Cona	Inner Rim	O-11
Concord Dawn	Outer Rim Territories	O-7
Condor	Inner Rim	K-8
Condular	Core Worlds	M-12
Constancia	Deep Core	K-12
Contruum	Mid Rim	O-8
Coonee	Expansion Region	O-15
Coorimbus	Colonies	L-13
Copero	Chiss Space	F-9
Cophrigin	Outer Rim Territories	T-7
Copperline	Expansion Region	K-16
Cor I	Colonies	L-13
Cor II	Colonies	L-13
Cor III	Colonies	L-13
Corann	Core Worlds	M-9
Corbett Cluster	Mid Rim	I-17
Corbos	Outer Rim Territories	R-5
Cordes	Inner Rim	N-9
Corellia	**Core Worlds**	**M-11**
Corfai	Mid Rim	L-7
Corg	Wild Space	O-20
Coriallis	Core Worlds	K-9
Corips	Inner Rim	N-14
Corjain	Outer Rim Territories	M-21
Corlaasi	Outer Rim Territories	M-20
Corlass	Tion Cluster	S-6
Corlax	Tion Cluster	S-6
Cormit	Chiss Space	F-8
Cornesia	Mid Rim	R-14
Coronar	Colonies	L-9
Corosia	Outer Rim Territories	N-6
Corphelion	Expansion Region	M-7
Corroth	Colonies	N-9
Corsin	Expansion Region	M-7
Corstris	Outer Rim Territories	O-6
Cortella	Core Worlds	K-9
Corthenia	Mid Rim	K-7
Cortina	Core Worlds	K-12
Corulag	Core Worlds	L-9
Coruscant	**Core Worlds**	**L-9**
Coruschal	Core Worlds	K-10
Coruscul	Core Worlds	L-10
Corutarn	Core Worlds	M-10
Corva Yag	Outer Rim Territories	N-20
Corvanni	Inner Rim	N-9
Corvis Minor	Outer Rim Territories	N-5
Corweillia	Mid Rim	P-15
Cosm's Well	[extragalactic]	N/A
Cotellier	Outer Rim Territories	N-20
Council	Outer Rim Territories	K-18
Coveway	Outer Rim Territories	I-18
Cowl Crucible	Outer Rim Territories	M-5
Coyn	Outer Rim Territories	M-20
Craci	Corporate Sector	R-4
Crakull	Unknown Regions	G-10
Cranan	Outer Rim Territories	R-16
Crella	Colonies	L-13
Cridark	Expansion Region	N-15
Crintlia	Mid Rim	I-7
Crispin	Wild Space	S-3
Critoki	Outer Rim Territories	Q-4
Criton's Point	Outer Rim Territories	K-3
Crombach Nebula	Outer Rim Territories	O-6
Cron Drift	Outer Rim Territories	R-7
Crondre	Mid Rim	R-15
Crovna	Mid Rim	L-17
Croyden	Inner Rim	M-13
Crseih	Outer Rim Territories	T-6
Crustai	Chiss Space	H-8
Cryon	Outer Rim Territories	O-4
Crystal Web Station	Expansion Region	N-13
Crystan	Deep Core	L-12
Crytal Nest	Wild Space	H-20
Csaus	Chiss Space	F-9
Csilla	Chiss Space	F-8
Cuirilla	Expansion Region	N-15
Cujicor	Outer Rim Territories	T-5
Cularin	Expansion Region	P-14
Culroon	Wild Space	P-20
Cuvacia	Core Worlds	K-13
Cyax	Hutt Space	S-11
Cybloc	Outer Rim Territories	R-7
Cyborrea	Hutt Space	S-9
Cydorria	Colonies	K-13
Cygnus	Mid Rim	R-11
Cyimarra	Mid Rim	L-17
Cyphar	Mid Rim	L-17
Cyrillia	Expansion Region	O-12
D'faria	Mid Rim	Q-12
D'ian	Corporate Sector	S-3
D'rinba	Mid Rim	K-17
Daalang	Mid Rim	Q-12
Dachat	Core Worlds	K-9
Dactruria	Outer Rim Territories	J-4
Daedalon	Inner Rim	N-9
Daemen	Expansion Region	M-16
Daermor	Corporate Sector	S-3
Dagary Minor	Inner Rim	M-8
Dagelin Minor	Outer Rim Territories	T-8
Dagobah	**Outer Rim Territories**	**M-19**
Dagro	Mid Rim	P-7
Dagu	Outer Rim Territories	S-16
Dahrtag	Core Worlds	J-13
Dahvil	Outer Rim Territories	J-19
Daimar	Mid Rim	Q-16
Dairka	Mid Rim	P-15
Dakaret	Mid Rim	Q-12
Dakot	Outer Rim Territories	R-5
Dakshee	Colonies	M-9
Dalastine	Inner Rim	L-14
Dalchon	Outer Rim Territories	R-17
Dalcretti	Inner Rim	O-8
Dalicron	Outer Rim Territories	K-19
Dalisor	Mid Rim	K-17
Dalos	Outer Rim Territories	S-5
Dalron	Mid Rim	J-6
Daltarra	Outer Rim Territories	T-5
Daluba	Outer Rim Territories	P-5
Daluuj	Outer Rim Territories	U-13
Damendine	Outer Rim Territories	U-6
Daminia	Mid Rim	Q-7
Damonite Yors B	Outer Rim Territories	R-7
Damoria	Colonies	N-11
Dampher	Colonies	L-13
Danadine	Outer Rim Territories	Q-18
Danalbeth	Mid Rim	P-11
Danchian Prime	Outer Rim Territories	Q-18
Dancreti	Inner Rim	N-14
Dandalas	Core Worlds	K-10
Dandrian	Outer Rim Territories	R-7
Dankayo	Colonies	L-9
Danoor	Outer Rim Territories	M-21
Danos	Outer Rim Territories	U-8
Danteel	Core Worlds	M-12
Dantooine	**Outer Rim Territories**	**L-4**
Danuta	Mid Rim	S-9
Dar'Or	Outer Rim Territories	R-7
Darada	Core Worlds	K-9
Darakin	Core Worlds	M-11
Daranc	Outer Rim Territories	O-4
Darek	Colonies	N-11
Darellia	Core Worlds	L-10
Darepp	Colonies	M-13
Dargulli	Inner Rim	N-14
Darie	Mid Rim	Q-14
Dark Nebula	Outer Rim Territories	U-7
Darkknell	Outer Rim Territories	M-17
Darkon	Mid Rim	J-7
Darlon	Mid Rim	R-7
Darlyn Boda	Outer Rim Territories	K-18
Daronak	Outer Rim Territories	S-7
Daroon	Expansion Region	O-11
Darsie	Colonies	L-9
Dartessex	Inner Rim	N-10
Daruvvia	Hapes Cluster	O-9
Darwikia	Core Worlds	M-10
Daslkehnt	Outer Rim Territories	R-17
Dasoor	Mid Rim	K-18
Datar	Inner Rim	L-8
Dathomir	Outer Rim Territories	O-6
Daupherm	Core Worlds	K-12
Davirien	Corporate Sector	R-3
Davnar	Core Worlds	K-9
Dayark	Outer Rim Territories	M-21
Dbari	Mid Rim	I-6
De'etta	Outer Rim Territories	O-17
De'nel	Expansion Region	O-14
Deadon	Outer Rim Territories	K-6
Debray	Core Worlds	M-10
Deersheba	Mid Rim	O-16
Dega	Outer Rim Territories	M-20
Degarian	Colonies	L-13
DeGerrillion	Outer Rim Territories	N-19
Deko Neimoidia	Colonies	N-11
Dela	Centrality	T-8
Delacrix	Outer Rim Territories	T-9
Delantine	Outer Rim Territories	I-19
Delari	Outer Rim Territories	P-4
Delassin	Outer Rim Territories	T-9
Delderaan	Outer Rim Territories	N-6
Delemede	Outer Rim Territories	N-20
Delephr	Outer Rim Territories	J-4
Delfii	Outer Rim Territories	M-20
Dellalt	Tion Cluster	T-6
Delle	Colonies	L-9
Delphania	Mid Rim	Q-7
Delphon	Outer Rim Territories	K-18
Delrakkin	Outer Rim Territories	K-21
Delrian	Inner Rim	O-9
Deltooine	Corporate Sector	S-3
Deltron	Inner Rim	O-10
Demar	Expansion Region	O-14
Demesel	Outer Rim Territories	P-4
Demigue	Outer Rim Territories	P-7
Deminol	Mid Rim	L-17
Demnadi	Mid Rim	P-16
Demonsgate	Outer Rim Territories	M-21
Demophon	Core Worlds	M-10
Demos	Mid Rim	N-16
Denab	Outer Rim Territories	M-19
Denarii Nebula	Outer Rim Territories	P-6
Denbar	Inner Rim	L-14
Denbo	Outer Rim Territories	N-18
Deneba	Mid Rim	Q-13

Denebia	Mid Rim	L-18
Denebrilla	Mid Rim	P-13
Deneeli	Core Worlds	M-9
Deneter	Wild Space	I-7
Denevar	Core Worlds	K-9
Dennaskar	Mid Rim	R-15
Dennogra	Outer Rim Territories	S-8
Denon	Inner Rim	N-13
Dentaal	Core Worlds	K-13
Dentaria	Expansion Region	O-8
Denubba	Mid Rim	Q-14
Denuhi	Expansion Region	M-7
Denusia	Inner Rim	M-13
Deralia	Outer Rim Territories	T-15
Derellium	Tion Cluster	S-6
Derilyn	Outer Rim Territories	M-19
Derra	Expansion Region	N-15
Derricon	Mid Rim	L-17
Derso	Outer Rim Territories	S-14
Dersonn	Outer Rim Territories	T-14
Dervdis	Core Worlds	L-9
Deryvia	Inner Rim	L-14
Desargorr	Tion Cluster	S-6
Desevro	Tion Cluster	S-6
Desstious	Mid Rim	P-16
Destreg	Outer Rim Territories	N-18
Devaron	Colonies	M-13
Devil's Asteroid	Outer Rim Territories	O-2
Devon	Outer Rim Territories	L-5
Devros	Mid Rim	R-15
Dexus	Colonies	L-9
Deylerax	Mid Rim	R-8
Deysum	Mid Rim	Q-10
Di'tai'ni	Mid Rim	R-14
Di'wor	Outer Rim Territories	O-4
Diado	Mid Rim	R-8
Diamal	Core Worlds	L-13
Dica	Expansion Region	P-11
Dihneral	Colonies	K-13
Dilbana	Outer Rim Territories	U-12
Dilonexa	Centrality	U-8
Din Pulsar	Outer Rim Territories	H-16
Dinlo	Expansion Region	O-14
Dioll	Mid Rim	L-17
Diorda	Mid Rim	Q-7
Direllia	Outer Rim Territories	P-4
Dirha	Hutt Space	S-9
Dithanune	Mid Rim	R-8
Divora	Hapes Cluster	O-9
Diyu	Hutt Space	S-12
Djurmo	Mid Rim	M-7
Dles	Outer Rim Territories	S-8
Dlor	Mid Rim	I-16
DNX-N1	Wild Space	N-21
Doaskin	Mid Rim	K-18
Dodz	Outer Rim Territories	U-13
Dohlban	Mid Rim	R-13
Dohnia	Mid Rim	I-16
Dohu	Mid Rim	K-7
Doldrums	Colonies	L-9
Doldur	Mid Rim	P-15
Doli	Outer Rim Territories	O-6
Dolis	Outer Rim Territories	J-3
Dolla	Outer Rim Territories	L-18
Dolomar	Core Worlds	K-9
Dolstan	Outer Rim Territories	M-21
Dom-Bradden	Outer Rim Territories	Q-18
Domgrin	Outer Rim Territories	K-6
Dominus	Outer Rim Territories	U-7
Don I	Colonies	L-13
Don II	Colonies	L-13
Dona Laza	Expansion Region	P-9
Donadus	Inner Rim	J-13
Doneer'so	Colonies	K-9
Doniphon	Outer Rim Territories	P-4
Dononter Minor	Mid Rim	I-16
Donovia	Expansion Region	O-9
Dontamo	Outer Rim Territories	J-6
Doornik-1142	Core Worlds	K-10
Doornik-207	Core Worlds	K-10
Dor Nameth	Mid Rim	L-7
Dorajan	Mid Rim	Q-12
Dorande	Outer Rim Territories	T-15
Dorax	Core Worlds	L-9
Dorcin	Outer Rim Territories	M-20
Dordolum	Colonies	K-13
Doreen	Mid Rim	L-18
Dorella	Colonies	L-13
Dorellia	Colonies	L-13
Dorenia	Outer Rim Territories	M-18
Dorin	Expansion Region	J-8
Doris	Colonies	L-13
Dorlo	Outer Rim Territories	L-19
Dorlon	Colonies	M-9
Dornea	Outer Rim Territories	U-7
Dorriella	Outer Rim Territories	I-17
Dorsis	Core Worlds	M-11
Dorvalla	Outer Rim Territories	M-18
Dosuun	Wild Space	H-20
Douglas	Centrality	U-8
Doxxen	Outer Rim Territories	K-19
Dozoisia	Outer Rim Territories	S-15
Dra	Outer Rim Territories	R-4
Draboon	Outer Rim Territories	O-7
Drackmar	Outer Rim Territories	O-6
Dractu	Mid Rim	Q-13
Dragonflower Nebula	Mid Rim	P-15
Dragos	Expansion Region	M-15
Draik	Mid Rim	O-17
Dramassia	Mid Rim	L-18
Draria	Expansion Region	M-7
Draukyze	Outer Rim Territories	R-6
Dravian Starport	Outer Rim Territories	N-18
Dravin	Outer Rim Territories	L-20
Dravione	Tion Cluster	S-6
Drayberia	Outer Rim Territories	R-5
Drearia	Inner Rim	L-8
Dreena	Hapes Cluster	O-9
Dreffon	Colonies	J-9
Dreighton	Outer Rim Territories	J-6
Dreighton Nebula	Outer Rim Territories	J-6
Dreizan	Core Worlds	M-12
Dremulae	Deep Core	M-10
Dresscol	Mid Rim	Q-10
Dressel	Mid Rim	Q-13
Dressia	Colonies	L-8
Dreve	Inner Rim	N-7
Drexel	Outer Rim Territories	Q-18
Drexel Minor	Outer Rim Territories	O-19
Drgi	Expansion Region	O-13
Drift, The	Outer Rim Territories	M-20
Drilbia	Outer Rim Territories	M-17
Droecil	Expansion Region	M-15
Drog	Corporate Sector	R-4
Drogheda	Mid Rim	Q-11
Drompani	Outer Rim Territories	J-6
Dromund Kaas	Outer Rim Territories	R-5
Drong	Outer Rim Territories	L-18
Drongar	Outer Rim Territories	T-5
Dronseen	Outer Rim Territories	P-6
Droxine	Outer Rim Territories	Q-5
Droxu	Outer Rim Territories	T-11
Drualkiin	Outer Rim Territories	T-10
Druckenwell	Mid Rim	P-15
Drunost	Colonies	M-9
Drup's Star	Outer Rim Territories	J-20
Drurish	Core Worlds	M-10
Du Hutta	Hutt Space	S-11
Dubloviann	Inner Rim	M-8
Dubrava	Outer Rim Territories	T-13
Dubrillion	Outer Rim Territories	K-3
Duhma	Outer Rim Territories	K-20
Duinarbulon	Tion Cluster	S-6
Dulathia	Mid Rim	P-8
Dulin	Inner Rim	K-14
Dulvoyinn	Deep Core	K-12
Dunari's Rest	Outer Rim Territories	N-18
Duneeden	Core Worlds	K-9
Dur Sabon	Outer Rim Territories	O-5
Dura-Kahn	Expansion Region	L-15
Duran	Core Worlds	K-9
Durgen's Star	Outer Rim Territories	P-6
Durkteel	Mid Rim	Q-10
Duro	Core Worlds	M-11
Durollia	Outer Rim Territories	P-5
Duron	Mid Rim	I-16
Duroon	Corporate Sector	S-4
Durren	Outer Rim Territories	R-7
Dustig	Mid Rim	N-16
Duunir	Outer Rim Territories	Q-17
Dwartii	Inner Rim	N-8
Dweem	Outer Rim Territories	T-9
Dwor	Outer Rim Territories	L-19
Dyspeth	Outer Rim Territories	I-20
Dzass	Outer Rim Territories	M-17
Ealor	Outer Rim Territories	P-18
Eamus	Core Worlds	L-13
Ebaq	Deep Core	M-11
Eberon	Mid Rim	P-9
Ebiwaan	Outer Rim Territories	P-18
Ebra	Mid Rim	L-6
Ec Pand	Mid Rim	M-17
Echnos	Mid Rim	L-17
Eckless	Wild Space	J-3
Eclipse	Deep Core	M-11
Eczar	Outer Rim Territories	M-18
Edan	Expansion Region	M-15
Edatha	Expansion Region	K-16
Ediorung	Hapes Cluster	O-9
Edonaaris	Outer Rim Territories	P-6
Edusa	Outer Rim Territories	O-5
Eedoq	Outer Rim Territories	M-19
Eeyyon	Mid Rim	J-16
Ehjenla	Outer Rim Territories	M-21
Eiattu	Mid Rim	L-17
Eibon	Tion Cluster	S-6
Eidoloni	Mid Rim	M-16
Eilnia	Inner Rim	N-9
Eirrauus	Outer Rim Territories	P-18
Eislo	Inner Rim	O-8
Ejolus	Inner Rim	M-8
Ekibo	Wild Space	R-3
Elamposnia	Outer Rim Territories	Q-5
Elatha	Outer Rim Territories	I-17
Elbara	Mid Rim	J-17
Elcorth	Core Worlds	K-10
Elerion	Outer Rim Territories	R-6
Elgit	Hutt Space	T-10
Eliad	Outer Rim Territories	M-20
Elin Roe	Colonies	N-12
Elom	Outer Rim Territories	R-5
Elriss	Mid Rim	R-15
Elrood	Outer Rim Territories	M-20
Elshandruu Pica	Outer Rim Territories	O-18
Embaril	Tion Cluster	S-6
Emberlene	Expansion Region	P-12
Emmer	Outer Rim Territories	S-5
Emorus	Inner Rim	O-10
Empartheca	Outer Rim Territories	O-18
Empress Teta	Deep Core	L-10
Enaleh	Colonies	L-13
Enarc	Mid Rim	O-17
Endex	Outer Rim Territories	J-5
Endor	**Outer Rim Territories**	**H-16**
Endor Gate	Outer Rim Territories	H-16
Endoraan	Outer Rim Territories	K-4
Endovan	Mid Rim	Q-8
Endregaad	Outer Rim Territories	S-5
Endrolia	Core Worlds	K-10
Enet	Expansion Region	O-14
Enferm	Mid Rim	M-7
Engebo	Outer Rim Territories	N-18
Engira	Outer Rim Territories	R-7
Enisca	Colonies	M-13
Ennth	Outer Rim Territories	Q-18
Ensolica	Core Worlds	K-10
Entana	Outer Rim Territories	L-6
Entooine	Outer Rim Territories	N-18
Entralla	Outer Rim Territories	K-4
Entrus	Mid Rim	Q-10
Entuur	Mid Rim	L-6
Eol Sha	Outer Rim Territories	P-3
Eos	Outer Rim Territories	P-17
Epica	Expansion Region	L-15
Epidimi	Outer Rim Territories	Q-7
Epsi Nadir	Expansion Region	M-15
Epsom	Outer Rim Territories	S-15
Equanus	Outer Rim Territories	K-3
Er'Kit	Outer Rim Territories	M-6
Er'stacia	Wild Space	V-9
Erai	Expansion Region	P-11
Eredenn	Tion Cluster	S-6
Eredin	Outer Rim Territories	P-18
Ereesus	Outer Rim Territories	N-4
Eres	Mid Rim	Q-7
Erhynradd	Inner Rim	N-13
Eriadu	Outer Rim Territories	M-18
Eridicon	Outer Rim Territories	T-6
Erigorm	Core Worlds	L-9
Erilnar	Centrality	T-8
Eriscot	Mid Rim	Q-14
Ertegas	Outer Rim Territories	K-18
Ertrax	Wild Space	N-21
Erysthes	Corporate Sector	S-4
Escabar	Expansion Region	I-8
Escarte	Outer Rim Territories	T-6
Esfandia	Wild Space	I-6
Eshan	Inner Rim	N-8
Esooma	Outer Rim Territories	N-5
Essebra	Outer Rim Territories	M-20
Esseles	Core Worlds	L-9
Essien	Outer Rim Territories	M-6
Ession	Corporate Sector	S-4
Essowyn	Mid Rim	Q-10
Estaph	Colonies	L-13
Estaria	Outer Rim Territories	S-5
Ethav Major	Wild Space	P-3
Etorasp	Expansion Region	K-16
Etti	Corporate Sector	S-4
Euceron	Mid Rim	Q-7
Eva-T	Outer Rim Territories	O-18
Evas	Mid Rim	I-7
Excarga	Outer Rim Territories	T-16
Exocron	Outer Rim Territories	M-21
Exodeen	Colonies	M-12
Exodo	Outer Rim Territories	R-7
Extorin Minor	Expansion Region	J-15
Extrictarium Nebula	Outer Rim Territories	T-7
Eyar	Inner Rim	O-10
F'Dann	Mid Rim	R-15
F'tral	Outer Rim Territories	T-9
Faarlsun	Wild Space	T-4
Fabrin	Expansion Region	O-12
Fadden	Inner Rim	N-11
Fait d'Fait	Mid Rim	O-7
Falang Minor	Outer Rim Territories	R-6
Falasia	Inner Rim	N-10
Faldos	Outer Rim Territories	K-20
Falko	Centrality	U-8
Falleen	Mid Rim	P-15
Fangol	Outer Rim Territories	S-5
Far Indosa	Outer Rim Territories	P-6
Far Pando	Hutt Space	S-13
Fara's Belt	Outer Rim Territories	Q-6
Farana	Wild Space	S-3
Farbog	Outer Rim Territories	R-6
Farboon	Outer Rim Territories	M-19
Farfalla	Expansion Region	P-12
Farfeld	Outer Rim Territories	L-18
Farnica	Hapes Cluster	O-9
Faro	Colonies	N-10
Farquar	Mid Rim	Q-11
Farrfin	Core Worlds	K-9
Farseen	Mid Rim	P-7
Farsellah	Expansion Region	O-8

Farstine	Mid Rim	P-17
Farstone	Mid Rim	K-18
Farwell Station	Mid Rim	R-7
Faz	Core Worlds	K-10
Febrini	Hapes Cluster	O-9
Fedalle	Core Worlds	M-10
Fedje	Outer Rim Territories	L-5
Feena	Outer Rim Territories	Q-5
Feenicks	Outer Rim Territories	K-19
Feenix	Mid Rim	K-17
Fef	Mid Rim	J-7
Fegorosk	Outer Rim Territories	K-4
Fehern	Mid Rim	Q-10
Felacat	Outer Rim Territories	R-15
Feldrona	Mid Rim	J-7
Feldwes	Outer Rim Territories	Q-6
Felin	Outer Rim Territories	M-2
Felucia	**Outer Rim Territories**	**R-6**
Fendry	Mid Rim	O-15
Fenel	Outer Rim Territories	O-7
Fengrine	Mid Rim	L-18
Fenion	Outer Rim Territories	P-7
Fenn	Mid Rim	R-15
Fennesa	Inner Rim	K-14
Fenves	Expansion Region	L-15
Feraleech	Mid Rim	Q-13
Fere	Outer Rim Territories	O-6
Feris	Mid Rim	K-17
Ferjia	Core Worlds	M-10
Ferrelia	Outer Rim Territories	R-16
Ferrhast	Core Worlds	L-13
Ferro	Outer Rim Territories	Q-4
Ferros	Outer Rim Territories	N-7
Ferrous Aurora Nebula	Outer Rim Territories	O-6
Ferton	Outer Rim Territories	T-13
Fest	Outer Rim Territories	L-5
Feswe Minor	Outer Rim Territories	P-5
Feswe Prime	Outer Rim Territories	P-5
Fether	Corporate Sector	S-3
Fibuli	Wild Space	S-3
Filby	Core Worlds	L-9
Filordis	Inner Rim	N-8
Filve	Mid Rim	R-15
Findris	Colonies	M-9
Firrerre	Outer Rim Territories	H-16
Firro	Core Worlds	K-9
Fitca Prime	Mid Rim	L-6
Flacharia	Wild Space	H-6
Flandor	Inner Rim	N-13
Flankers	Colonies	K-9
Flashpoint	Outer Rim Territories	O-7
Flax	Expansion Region	O-7
Fleyars	Expansion Region	N-14
Fligger	Outer Rim Territories	Q-17
Florn	Outer Rim Territories	T-5
Florrum	Outer Rim Territories	R-5
Floubette	Colonies	L-13
Fluwhaka	Outer Rim Territories	R-5
Fnessal	Inner Rim	K-14
Fodro	Outer Rim Territories	K-4
Fodurant	Mid Rim	P-8
Foerost	Core Worlds	L-10
Fokask	Outer Rim Territories	S-13
Folende	Tion Cluster	S-5
Foless	Colonies	M-13
Fondor	Colonies	L-13
Foran Tutha	Tion Cluster	S-6
Forbelea	Chiss Space	H-8
Fordon	Outer Rim Territories	Q-16
Formos	Outer Rim Territories	T-10
Fornax	Mid Rim	J-7
Fornow	Outer Rim Territories	H-16
Forscan	Outer Rim Territories	R-7
Forsen	Outer Rim Territories	K-5
Fortnay	Core Worlds	L-12
Forvand	Core Worlds	M-11
Fostin	Outer Rim Territories	N-17
Foundry	Colonies	N-10
Foxar	Wild Space	N-3
Freda	Mid Rim	Q-11
Frego	Core Worlds	L-13
Freliq	Outer Rim Territories	U-9
Fremond	Inner Rim	N-14
Fresia	Core Worlds	K-10
Frewwil	Expansion Region	I-14
Friijillis	Outer Rim Territories	P-18
Frisal	Core Worlds	J-12
Frithia	Mid Rim	K-7
Fromiria	Outer Rim Territories	R-5
Fromish	Core Worlds	M-11
Frommon	Colonies	M-9
Froswythe	Colonies	M-13
Froz	Core Worlds	M-11
Frunchettan	Wild Space	I-6
Fusai	Outer Rim Territories	H-16
Futility Station	Expansion Region	O-14
Fwatna	Outer Rim Territories	K-20
Fwiis	Inner Rim	M-13
Fwillsving	Outer Rim Territories	T-10
Fyodos	Outer Rim Territories	U-14
Fyrth	Inner Rim	J-8
G'rho	Wild Space	G-16
G'wenee	Outer Rim Territories	N-6
Gaalt	Outer Rim Territories	O-4
Gabredor	Outer Rim Territories	K-4
Gacerian	Expansion Region	M-15
Gaddria	Outer Rim Territories	M-5
Gadon	Tion Cluster	S-6
Gaftikar	Outer Rim Territories	P-5
Gailea	Core Worlds	M-12
Gaios	Core Worlds	K-9
Gal Milnor	Outer Rim Territories	K-19
Gala	Outer Rim Territories	Q-7
Galaan	Outer Rim Territories	P-4
Galand	Core Worlds	K-10
Galantos	Core Worlds	K-10
Galboron	Mid Rim	Q-14
Galdronia	Core Worlds	L-10
Galidraan	Outer Rim Territories	R-6
Gall (Zhar)	Outer Rim Territories	P-17
Gallapraxis	Expansion Region	M-16
Galleefryn	Corporate Sector	S-3
Gallinore	Hapes Cluster	O-9
Gallion	Outer Rim Territories	N-17
Galloa	Outer Rim Territories	O-5
Galpos	Outer Rim Territories	S-15
Galshebbis Prime	Outer Rim Territories	S-5
Galsol	Outer Rim Territories	R-6
Galtea	Outer Rim Territories	M-21
Galtea Binary	Outer Rim Territories	M-21
Galvoni	Core Worlds	K-9
Gama	Core Worlds	L-12
Gammalin	Mid Rim	N-16
Gamor	Expansion Region	O-14
Gamorr	Outer Rim Territories	T-14
Ganath	Hutt Space	R-12
Gand	Outer Rim Territories	T-8
Gandalla	Expansion Region	M-15
Gandan	Outer Rim Territories	M-6
Gandeal	Core Worlds	M-12
Gandeid	Expansion Region	J-15
Gandle Ott	Outer Rim Territories	M-21
Gandolo	Outer Rim Territories	M-5
Gandrossi	Outer Rim Territories	J-4
Gania	Colonies	L-13
Ganlihk	Outer Rim Territories	J-6
Gannaria	Outer Rim Territories	H-15
Gannymeda	Inner Rim	M-8
Gansett	Mid Rim	R-15
Ganthel	Core Worlds	L-9
Gantho	Inner Rim	N-12
Gantonnerre	Inner Rim	N-8
Garban	Outer Rim Territories	S-15
Garcornia	Mid Rim	M-17
Gardaji Rift	Outer Rim Territories	M-1
Garen	Expansion Region	J-15
Garfin	Expansion Region	O-14
Gargolyn	Wild Space	I-8
Gargon	Outer Rim Territories	O-7
Garia	Expansion Region	O-14
Garis	Outer Rim Territories	N-18
Garn	Outer Rim Territories	T-8
Garnib	Outer Rim Territories	L-18
Garobi	Colonies	L-13
Garollia	Expansion Region	N-15
Garos	Mid Rim	P-7
Garqi	Outer Rim Territories	K-5
Garrthinius	Outer Rim Territories	M-18
Garwillia	Core Worlds	M-10
Gascon	Mid Rim	P-8
Gastrula	Outer Rim Territories	J-19
Gathus	Outer Rim Territories	Q-4
Gaulus	Outer Rim Territories	S-17
Gaurick	Corporate Sector	S-4
Gavens	Expansion Region	M-15
Gavryn	Mid Rim	Q-8
Gazzarri	Outer Rim Territories	N-17
Gbu	Outer Rim Territories	T-6
Geal	Mid Rim	K-17
Gedi	Outer Rim Territories	R-16
Geedon	Expansion Region	N-7
Geillia	Outer Rim Territories	T-6
Gelda	Outer Rim Territories	J-4
Gelgelar	Outer Rim Territories	M-20
Gellefon	Outer Rim Territories	Q-16
Gelviddis Cluster	Inner Rim	N-9
Genassa	Mid Rim	M-7
Gendius	Mid Rim	J-17
Gendoraan	Core Worlds	M-10
Gendrah-Narvin	Inner Rim	N-13
Generis	Outer Rim Territories	L-5
Genesia	Expansion Region	O-14
Genian	Mid Rim	P-10
Geniseria	Expansion Region	M-15
Genon	Inner Rim	N-13
Geonosis	**Outer Rim Territories**	**R-16**
Gepparin	Colonies	M-9
Geran	Outer Rim Territories	T-9
Gerhalt	Expansion Region	O-13
Geridard	Mid Rim	P-15
Gerinia	Mid Rim	N-7
Geris	Mid Rim	O-7
Geroon	Unknown Regions	I-8
Gerrard	Core Worlds	K-12
Gerrenthum	Outer Rim Territories	K-18
Gerres Gule	Mid Rim	P-15
Gertafuu	Wild Space	S-18
Gerzob	Outer Rim Territories	R-18
Gesaril	Outer Rim Territories	M-20
Geska Prime	Mid Rim	Q-8
Gestrex	Outer Rim Territories	T-9
Gestron	Mid Rim	Q-7
Gevarno Cluster	Outer Rim Territories	M-17
Ggy-ynt	Mid Rim	Q-7
Ghishi	Mid Rim	Q-16
Ghoba	Expansion Region	K-15
Gholondreine	Expansion Region	K-15
Ghorman	Colonies	L-13
Ghorn	Outer Rim Territories	S-8
Ghost Nebula	Expansion Region	P-10
Ghothia	Outer Rim Territories	I-16
Gibadan	Outer Rim Territories	S-15
Gibbela	Outer Rim Territories	L-5
Gigor	Outer Rim Territories	R-4
Giju	Colonies	L-13
Gilatter	Mid Rim	I-7
Gilliana	Colonies	L-13
Ginn Jump	Core Worlds	L-10
Giryulan	Wild Space	U-6
Gizer	Mid Rim	P-8
Glade	Outer Rim Territories	P-5
Glakka	Outer Rim Territories	R-4
Glassferra	Inner Rim	N-9
Glee Anselm	Mid Rim	J-7
Gligger	Outer Rim Territories	S-7
Glite-Ven	Outer Rim Territories	R-3
Glithnos	Core Worlds	M-10
Glom Tho	Mid Rim	O-15
Glottal	Outer Rim Territories	U-11
Glova	Outer Rim Territories	M-19
Gmar Askilon	Inner Rim	L-14
Gnithia	Outer Rim Territories	R-7
Gobindi	Outer Rim Territories	M-6
Godo	Outer Rim Territories	O-18
Godsheart, The	Hutt Space	T-11
Goelitz	Mid Rim	M-7
Goff	Outer Rim Territories	L-20
Goibniu	Outer Rim Territories	L-18
Golden Nyss	Expansion Region	L-8
Golkus	Colonies	K-9
Golrath	Outer Rim Territories	O-17
Goluud Minor	Core Worlds	L-10
Goluud Prime	Deep Core	L-10
Gondagali	Outer Rim Territories	M-5
Gonmore	Outer Rim Territories	K-6
Gontzol	Colonies	L-13
Goorla	Core Worlds	M-11
Goratak	Expansion Region	K-16
Gorbah	Outer Rim Territories	L-19
Gorgaria	Outer Rim Territories	Q-17
Gorm	Outer Rim Territories	O-6
Gorno	Outer Rim Territories	R-17
Goroth	Mid Rim	R-16
Gorsh	Wild Space	O-3
Gos Hutta	Hutt Space	S-11
Gosfambling	Mid Rim	R-8
Gosho	Outer Rim Territories	O-18
Goshyn	Outer Rim Territories	Q-18
Gotida	Inner Rim	O-10
Gotoma	Core Worlds	K-10
Gottlegoob	Wild Space	O-20
Govia	Core Worlds	M-11
Gowdawl	Inner Rim	M-14
Gra Ploven	Colonies	N-12
Graal'diin	Outer Rim Territories	R-6
Grakouine	Mid Rim	R-15
Graland	Core Worlds	M-11
Grandine	Colonies	M-9
Granna	Core Worlds	K-10
Granus	Inner Rim	M-14
Grathus	Outer Rim Territories	R-7
Gravan	Inner Rim	O-8
Gravane	Outer Rim Territories	S-13
Gravdinia	Colonies	N-10
Gravlex Med	Outer Rim Territories	L-4
Greater Marianas	Outer Rim Territories	S-15
Gree	Outer Rim Territories	L-2
Gree Baaker	Outer Rim Territories	L-5
Greeb-Streebling Cluster	Outer Rim Territories	L-18
Gregonia	Expansion Region	P-13
Grella	Colonies	L-13
Greyman's Planet	Outer Rim Territories	J-18
Grimwald	Mid Rim	P-8
Grizmallt	Core Worlds	L-9
Gromas	Mid Rim	Q-7
Groth	Hutt Space	S-11
Gruvia	Expansion Region	P-13
Gryphon	Inner Rim	N-9
Guiteica	Wild Space	J-4
Gulf of Tatooine	Outer Rim Territories	R-16
Gulma	Wild Space	P-3
Gulvitch	Outer Rim Territories	Q-6
Gunninga Gap	Unknown Regions	???
Gurrisalia	Outer Rim Territories	L-5
Guudria	Wild Space	R-19
Gwar	Mid Rim	H-15
Gwori	Outer Rim Territories	K-4
Gymelo	Wild Space	G-16
Gyndine	Expansion Region	O-12
Gyosha	Core Worlds	K-12
H'ken	Outer Rim Territories	P-4
H'nemthe	Outer Rim Territories	M-18
H'ratth	Colonies	N-10
H'relac	Outer Rim Territories	R-3
Haariden	Inner Rim	O-9

Haashimur	Outer Rim Territories	S-7
Habassa	Mid Rim	Q-16
Had Abbadon	Deep Core	L-10
Hadlress	Inner Rim	M-14
Haffrin	Outer Rim Territories	Q-4
Hakartha Space Station	Expansion Region	K-16
Hakassi	Deep Core	M-11
Halanit	Colonies	N-11
Halbara	Outer Rim Territories	M-20
Haldeen	Colonies	M-9
Hali	Expansion Region	O-9
Hallitron	Mid Rim	J-7
Hallrin	Expansion Region	O-13
Halm	Mid Rim	J-16
Halmad	Outer Rim Territories	N-6
Halowan	Colonies	K-9
Halpat	Core Worlds	K-9
Haluria	Mid Rim	P-16
Handooine	Outer Rim Territories	S-7
Hanna	Inner Rim	M-8
Hanod	Outer Rim Territories	P-3
Hanofar	Colonies	L-13
Hapes	Hapes Cluster	O-9
Hapuntep	Mid Rim	M-17
Har Binande	Mid Rim	J-16
Harbin-re	Inner Rim	N-13
Harda	Outer Rim Territories	S-7
Hardex	Outer Rim Territories	T-7
Hargeeva	Expansion Region	M-15
Harix	Colonies	K-9
Harlequin Station	Outer Rim Territories	N-17
Harloen	Outer Rim Territories	O-6
Harpori	Mid Rim	O-15
Harrandarr	Outer Rim Territories	Q-3
Harridan	Outer Rim Territories	J-6
Harrin	Inner Rim	L-15
Harrod's Planet	Outer Rim Territories	M-5
Harterra	Hapes Cluster	O-9
Haruun Kal	Mid Rim	M-17
Hasaq	Expansion Region	P-12
Haseria	Mid Rim	P-15
Hasiki	Inner Rim	O-8
Hast	Wild Space	U-6
Hathrox	Mid Rim	R-10
Haurgab	Mid Rim	L-16
Haverling	Outer Rim Territories	K-5
Haven	Outer Rim Territories	M-20
Havricus	Colonies	N-12
Hazzard	Outer Rim Territories	M-5
Heffrin	Outer Rim Territories	R-17
Hefi	Outer Rim Territories	S-15
Heliconia	Core Worlds	L-10
Helix	Outer Rim Territories	R-6
Hellhoop, The	Expansion Region	P-12
Hellios	Colonies	L-13
Helska	Outer Rim Territories	L-2
Hemei	Core Worlds	M-12
Hensara	Colonies	N-11
Heptalia	Inner Rim	M-14
Heptooine	Outer Rim Territories	N-17
Herdessa	Mid Rim	Q-16
Herego	Colonies	M-9
Herios	Outer Rim Territories	T-16
Heriston	Outer Rim Territories	L-19
Hermos	Outer Rim Territories	R-5
Herstell	Colonies	N-12
Herzob	Colonies	N-12
Hestria	Mid Rim	L-18
Hethar	Outer Rim Territories	L-5
Hettitite	Outer Rim Territories	M-2
Hettsk	Outer Rim Territories	P-6
Hewett	Mid Rim	M-6
Hewl	Mid Rim	M-16
Hiffis	Outer Rim Territories	L-18
High Chunah	Outer Rim Territories	K-18
Hiit	Corporate Sector	S-3
Hijado	Outer Rim Territories	O-6
Hijarna	Inner Rim	M-8
Hijo	Expansion Region	J-8
Hikil	Outer Rim Territories	R-16
Hillindor	Inner Rim	M-13
Hilo	Expansion Region	O-13
Hinakuu	Outer Rim Territories	U-6
Hinda	Outer Rim Territories	L-20
Hindasar	Expansion Region	M-8
Hino	Colonies	N-10
Hintivan	Outer Rim Territories	Q-3
Hirsi	Mid Rim	J-17
Hishyim	Outer Rim Territories	S-15
Hitaka	Expansion Region	M-15
Hjaff	Colonies	J-13
Hok	Colonies	M-9
Holador	Outer Rim Territories	T-16
Holageus	Expansion Region	P-14
Holess	Mid Rim	R-14
Hollastin	Hutt Space	S-12
Hologram Fun World	Outer Rim Territories	S-7
Homana	Mid Rim	M-6
Homon	Mid Rim	M-7
Honoghr	Outer Rim Territories	T-10
Horn Station	Outer Rim Territories	M-5
Horob	Expansion Region	I-8
Horos	Mid Rim	Q-15
Horska	Colonies	J-9
Horthav	Core Worlds	M-10
Horuz	Outer Rim Territories	L-5
Hosko	Hutt Space	S-11
Hosrel	Centrality	U-8
Hoszh Iszhir	Core Worlds	K-9
Hoth	**Outer Rim Territories**	**K-18**
Houche	Outer Rim Territories	H-16
Hovan	Mid Rim	L-18
Hoylin	Mid Rim	P-13
Hraki	Outer Rim Territories	R-6
Hrasskis	Expansion Region	O-11
Hrthging	Outer Rim Territories	O-7
Huk	Wild Space	J-4
Huldamun	Outer Rim Territories	R-17
Hull's Star	Wild Space	S-3
Huloon	Hutt Space	S-11
Humbarine	Core Worlds	M-10
Hurd's Moon	Mid Rim	R-8
Hurikane	Wild Space	V-9
Huro	Outer Rim Territories	N-5
Hurrim	Outer Rim Territories	N-18
Hutlar	Mid Rim	L-17
Huulia	Colonies	N-12
Huvveck	Outer Rim Territories	O-17
Hyabb	Core Worlds	K-9
Hyder	Outer Rim Territories	M-19
Hylaia	Inner Rim	O-9
Hynah	Outer Rim Territories	P-5
Hypori	Outer Rim Territories	S-16
Hypotria	Mid Rim	S-8
Hyrol Preen Beta	Outer Rim Territories	P-18
Hythrope	Expansion Region	M-15
Iast	Mid Rim	J-17
Ibanjji	Outer Rim Territories	N-4
Ichtor	Mid Rim	K-16
Iego	**Outer Rim Territories**	**T-7**
Ifmix	Colonies	M-9
Ifron	Outer Rim Territories	P-18
Ihopek	Outer Rim Territories	N-18
Ikon	Expansion Region	N-15
Iktotchon	Expansion Region	O-14
Iliabath	Outer Rim Territories	R-4
Ilimardon	Mid Rim	L-7
Illarreen	Outer Rim Territories	T-16
Illodia	Core Worlds	K-13
Illoud	Expansion Region	O-9
Ilos	Hutt Space	R-10
Ilos Minor	Hutt Space	R-10
Ilthan	Core Worlds	M-11
Ilum	Unknown Regions	G-7
Imdaar	Outer Rim Territories	J-6
Immalia	Expansion Region	K-8
Imynusoph	Outer Rim Territories	J-21
Inat Prime	Outer Rim Territories	S-15
Indellian	Outer Rim Territories	K-18
Indoumodo	Wild Space	S-18
Indrexu Spiral	Tion Cluster	S-5 & S-6
Indu San	Outer Rim Territories	Q-7
Indupar	Mid Rim	M-17
Ingo	Mid Rim	R-8
Injopan	Outer Rim Territories	T-10
Insta	Expansion Region	N-15
Intran	Expansion Region	O-14
Intuci	Outer Rim Territories	S-15
Inysh	Core Worlds	J-12
Ione	Outer Rim Territories	K-18
Iope	Deep Core	L-10
Iotra	Outer Rim Territories	S-8
Ipellrilla	Mid Rim	K-7
Iphigin	Core Worlds	L-13
Iridia	Mid Rim	J-7
Iridium	Outer Rim Territories	L-5
Iridonia	Mid Rim	J-7
Irith	Hutt Space	S-11
Irmenu	Outer Rim Territories	O-6
Iscera	Outer Rim Territories	R-17
Iscno	Core Worlds	K-12
Isde Naha	Outer Rim Territories	K-18
Isen	Outer Rim Territories	N-5
Iseno	Inner Rim	N-13
Ishanna	Expansion Region	O-12
Isht	Core Worlds	L-13
Isiring	Outer Rim Territories	L-5
Isis	Outer Rim Territories	K-18
Iska	Mid Rim	K-17
Iskallon	Wild Space	H-14
Iskalon	Mid Rim	R-16
Iskin	Mid Rim	O-16
Ison	Outer Rim Territories	K-18
Issagra	Corporate Sector	S-4
Issor	Outer Rim Territories	R-17
Istic	Mid Rim	Q-11
Italbos	Mid Rim	Q-7
Itani	Inner Rim	N-14
Ithica	Inner Rim	K-14
Ithor	Mid Rim	M-6
Ithull	Inner Rim	O-10
Ivatch	Outer Rim Territories	M-21
Ixtlar	Core Worlds	L-10
Ixzinia	Mid Rim	K-17
Iyred	Outer Rim Territories	Q-17
Iyuta	Colonies	K-9
J't'p'tan	Core Worlds	K-10
Jabiim	Outer Rim Territories	S-7
Jabor	Mid Rim	M-17
Jaciprus	Core Worlds	M-11
Jaemus	Outer Rim Territories	K-4
Jaga's Cluster	Outer Rim Territories	Q-5
Jaguada	Outer Rim Territories	R-5
Jahilid	Wild Space	L-21
Jakelia	Outer Rim Territories	O-7
Jalarren	Mid Rim	L-18
Jalin	Core Worlds	M-11
Jaloria	Mid Rim	J-7
Jaminere	Tion Cluster	S-6
Jamiron	Chiss Space	F-8
Janako	Inner Rim	N-11
Janara	Inner Rim	L-14
Jandolhoon	Outer Rim Territories	Q-3
Jandoon	Outer Rim Territories	P-4
Jandur	Inner Rim	J-14
JanFathal	Outer Rim Territories	K-6
Jangelle	Outer Rim Territories	M-21
Janguine	Outer Rim Territories	L-6
Janilis	Tion Cluster	S-6
Jankok	Outer Rim Territories	L-18
Janodral Mizar	Outer Rim Territories	S-5
Jante	Mid Rim	Q-11
Jappe	Colonies	L-13
Jardeen	Expansion Region	K-16
Jaresh	Outer Rim Territories	P-4
Jargridia	Outer Rim Territories	N-5
Jarnollen	Mid Rim	L-7
Jarsatt	Expansion Region	L-16
Jarvanam	Outer Rim Territories	P-17
Jastro	Core Worlds	M-10
Jatir	Colonies	L-9
Javin	Outer Rim Territories	K-18
Javis	Colonies	L-13
Jaxus	Core Worlds	M-10
Jazbina	Expansion Region	M-8
Jebble	Outer Rim Territories	N-7
Jendar	Outer Rim Territories	P-4
Jendiria	Mid Rim	R-7
Jendorn	Expansion Region	O-8
Jenenma	Inner Rim	M-13
Jentares	Outer Rim Territories	N-3
Jerijador	Outer Rim Territories	T-9
Jermac	Outer Rim Territories	P-18
Jerne	Outer Rim Territories	N-4
Jerrilek	Deep Core	L-10
Jerrist	Corporate Sector	S-4
Jestan	Expansion Region	M-7
Jevelet	Core Worlds	K-10
Jexeria	Outer Rim Territories	T-8
Jeyell	Mid Rim	Q-8
Jhantoria	Tion Cluster	S-6
Jhensrus	Mid Rim	Q-10
Jiaan	Mid Rim	J-17
Jidlor	Mid Rim	J-16
Jillsaaria	Outer Rim Territories	M-20
Jilrua	Hutt Space	R-12
Jinda	Colonies	L-13
Jinet	Expansion Region	O-14
Jiroch	Mid Rim	K-17
Jjannex	Outer Rim Territories	L-19
Jmin	Mid Rm	J-16
Jodaka	Hapes Cluster	O-9
Jofoger	Outer Rim Territories	S-8
Johria	Core Worlds	M-11
Joiol	Inner Rim	M-8
Jolia	Mid Rim	Q-7
Jomark	Outer Rim Territories	R-7
Jonsior	Core Worlds	L-10
Joodrudda	Wild Space	S-4
Joralla	Mid Rim	L-17
Joran Station	Outer Rim Territories	P-7
Joruna	Core Worlds	K-10
Jovan	Outer Rim Territories	P-6
Jovaria	Hapes Cluster	O-9
Jubilar	Outer Rim Territories	T-7
Julsujod	Outer Rim Territories	Q-17
Jumeria	Core Worlds	M-10
Jumus	Core Worlds	M-11
Junction	Mid Rim	J-7
Junction	Outer Rim Territories	O-5
Junkfort Station	Outer Rim Territories	T-8
Junobia	Outer Rim Territories	T-6
Jurio	Outer Rim Territories	P-4
Jurzan	Expansion Region	M-15
Jussafet	Outer Rim Territories	N-6
Jutrand	Outer Rim Territories	M-17
Juvex	Mid Rim	L-18
Juzzia	Inner Rim	N-8
Jweab	Expansion Region	O-8
K'ath	Mid Rim	L-18
k'Farri	Hapes Cluster	O-9
K'taktaxka	Inner Rim	J-14
Ka'Dedus (Af'El)	Outer Rim Territories	S-8
Kaa	Colonies	N-10
Kaal	Mid Rim	K-17
Kabaira	Outer Rim Territories	P-17
Kabal	Outer Rim Territories	N-18
Kabieroun	Outer Rim Territories	O-4
Kabray	Mid Rim	P-15
Kadavo	Wild Space	S-4
Kadril	Outer Rim Territories	R-6
Kaelinn	Wild Space	I-17
Kafane	Hutt Space	S-9
Kaikielius	Core Worlds	L-10
Kail	Corporate Sector	R-3

Kailion	Expansion Region	O-13
Kailor	Core Worlds	L-10
Kaisa	Outer Rim Territories	P-3
Kal'Shebbol	Outer Rim Territories	M-21
Kalaan	Mid Rim	J-7
Kalab	Outer Rim Territories	M-19
Kalandis	Inner Rim	N-14
Kalarba	Mid Rim	P-15
Kalee	Wild Space	J-4
Kalgo	Mid Rim	L-18
Kalidorn	Wild Space	O-20
Kaliida Nebula	Mid Rim	N-17
Kaliida Shoals	Outer Rim Territories	O-17
Kalinda	Mid Rim	O-16
Kalishik	Outer Rim Territories	Q-6
Kaliska	Mid Rim	K-17
Kalist	Deep Core	K-12
Kalki Nebula	Outer Rim Territories	L-5
Kalkovak	Mid Rim	S-8
Kalla	Corporate Sector	S-4
Kallakea	Expansion Region	P-12
Kallidah	Outer Rim Territories	L-20
Kallistas	Outer Rim Territories	O-18
Kalsunor	Outer Rim Territories	R-4
Kalzeron	Outer Rim Territories	I-17
Kamar	Wild Space	S-4
Kamdon	Outer Rim Territories	U-7
Kamino	**[extragalactic]**	**S-15**
Kammia	Wild Space	G-16
Kamori	Core Worlds	M-11
Kamparas	Core Worlds	K-9
Kamper	Colonies	L-13
Kamur	Mid Rim	L-18
Kanaver	Tion Cluster	S-5
Kaon	Tion Cluster	S-6
Kar'a'katok	Core Worlds	K-9
Karatha	Expansion Region	L-15
Karavis	Outer Rim Territories	K-4
Karazak	Outer Rim Territories	P-19
Kardura	Mid Rim	L-17
Kareas	Outer Rim Territories	K-6
Karfeddion	Mid Rim	L-18
Karideph	Outer Rim Territories	M-20
Kariek	Wild Space	I-6
Karinda	Outer Rim Territories	J-18
Karka	Outer Rim Territories	K-4
Karlinus	Mid Rim	O-16
Karltonia	Core Worlds	K-13
Karnak Alpha	Core Worlds	M-10
Karnst	Outer Rim Territories	S-8
Karra	Outer Rim Territories	J-19
Karsten's World	Outer Rim Territories	Q-6
Karthakk	Outer Rim Territories	Q-17
Karthrexia	Outer Rim Territories	K-19
Karvoss	Core Worlds	M-12
Kashir	Expansion Region	J-8
Kashoon	Outer Rim Territories	S-5
Kashyyyk	**Mid Rim**	**P-9**
Kasiol	Outer Rim Territories	R-18
Kaski	Outer Rim Territories	U-8
Kassido	Mid Rim	L-17
Katalia	Outer Rim Territories	O-5
Katanos	Mid Rim	Q-15
Katarr	Mid Rim	O-8
Kath	Mid Rim	M-17
Kathol	Outer Rim Territories	M-21
Kathol Rift	Outer Rim Territories	M-21
Katraasii	Outer Rim Territories	O-6
Kattada	Colonies	M-10
Kaump	Mid Rim	K-17
Kauron	Outer Rim Territories	O-4
Kayri	Wild Space	I-15
Kayuk	Expansion Region	P-13
Kayven	Inner Rim	M-14
Kazarak	Outer Rim Territories	S-5
Kazlin	Outer Rim Territories	S-8
Kebolar	Outer Rim Territories	M-5
Kedorzha	Mid Rim	L-18
Keeara Major	Deep Core	K-10
Keedad	Outer Rim Territories	R-7
Keeper's World	Outer Rim Territories	O-5
Kegan	Outer Rim Territories	T-9
Keitum	Mid Rim	J-6
Kejim	Outer Rim Territories	R-5
Kelada	Colonies	M-13
Kelarea	Expansion Region	N-14
Keldimar	Outer Rim Territories	S-7
Keldooine	Hutt Space	R-10
Keller's Void	Inner Rim	L-15
Kelrodo-Ai	Outer Rim Territories	L-18
Keltos	Mid Rim	K-17
Kem Stor Ai	Mid Rim	Q-7
Kemal Station	Outer Rim Territories	R-16
Kemix	Outer Rim Territories	S-14
Kemla	Outer Rim Territories	K-6
Kendamar	Outer Rim Territories	Q-18
Keral	Core Worlds	M-11
Kerensik	Core Worlds	K-12
Keresia	Outer Rim Territories	P-7
Kerest	Outer Rim Territories	M-19
Kerig'En	Outer Rim Territories	M-17
Kerkoidia	Expansion Region	N-15
Kesh	Wild Space	M-21
Keskin	Outer Rim Territories	J-18
Kesmere	Outer Rim Territories	L-4
Kesmere Minor	Outer Rim Territories	L-4
Kessel	**Outer Rim Territories**	**T-10**
Kestel	Outer Rim Territories	R-5
Kestos Minor	Outer Rim Territories	Q-4
Ket	Hapes Cluster	O-9
Ketal	Inner Rim	L-14
Ketaris	Outer Rim Territories	L-5
Kexeeria	Colonies	M-12
Keyorin	Outer Rim Territories	R-6
Khadaji Singularity	Core Worlds	J-10
Khar Delba	Outer Rim Territories	R-5
Kharmort's Miasma	Unknown Regions	H-9
Kharzet	Outer Rim Territories	R-4
Kheedar	Outer Rim Territories	O-18
Khemerion	Expansion Region	P-11
Kho Nai	Outer Rim Territories	P-5
Khoan	Outer Rim Territories	S-7
Khomm	Deep Core	L-12
Khomr	Core Worlds	M-11
Khonji	Outer Rim Territories	J-5
Khorya	Hutt Space	S-9
Khubeaie	Outer Rim Territories	R-17
Khuiumin	Outer Rim Territories	O-18
Kidiet Olgo	Core Worlds	L-9
Kidir	Core Worlds	M-10
Kidriff	Expansion Region	M-8
Kidron	Outer Rim Territories	M-20
Kiffex	Inner Rim	L-14
Kiilimaar	Outer Rim Territories	O-19
Kile	Outer Rim Territories	S-7
Kilia	Wild Space	I-8
Kiliea	Core Worlds	J-12
Killaniri	Mid Rim	K-17
Killisu	Mid Rim	M-17
Kilmauls	Outer Rim Territories	R-6
Kimanan	Inner Rim	M-8
Kimm Aurek	Mid Rim	L-18
Kimm Besh	Mid Rim	L-18
Kimm Cresh	Mid Rim	L-18
Kindlabethia	Outer Rim Territories	J-3
King's Galquek	Outer Rim Territories	R-7
Kinooine	Wild Space	J-21
Kinoss	Chiss Space	E-8
Kintan	Hutt Space	S-9
Kintarr	Colonies	L-13
Kintoni	Outer Rim Territories	S-6
Kinun Depot	Outer Rim Territories	R-18
Kinyen	Expansion Region	L-15
Kip	Outer Rim Territories	S-4
Kir	Corporate Sector	S-3
Kira	Expansion Region	N-15
Kirdo	Outer Rim Territories	N-19
Kiribi	Colonies	L-9
Kiros	Expansion Region	L-8
Kirtania	Outer Rim Territories	P-4
Kirtarkin	Outer Rim Territories	K-18
Kismaano	Tion Cluster	S-6
Kitel Phard	Core Worlds	J-12
Kiva	Mid Rim	O-7
Kktkt	Core Worlds	K-10
Klasse Ephemora	Chiss Space	F-9
Klatooine	Hutt Space	S-9
Klaymor	Mid Rim	O-15
Kleeva	Hutt Space	R-11
Klepthia	Expansion Region	N-14
Kler'terria	Core Worlds	K-12
Kli'aar	Outer Rim Territories	P-5
Kloodavia	Core Worlds	K-13
Kloper	Colonies	N-9
Kluistar	Colonies	M-8
Klytonia	Outer Rim Territories	U-11
Knolstee	Corporate Sector	R-3
Knores	Mid Rim	L-17
Knot Holes	Hapes Cluster	O-9
Koaan	Inner Rim	N-8
Koba	Mid Rim	J-16
Kobal's World	Outer Rim Territories	I-18
Kobaria	Core Worlds	M-12
Kobbahn	Outer Rim Territories	J-6
Koboth	Outer Rim Territories	R-3
Koda Space Station	Outer Rim Territories	I-18
Kodai	Outer Rim Territories	R-6
Koensayr	Colonies	N-12
Kogan	Outer Rim Territories	L-3
Koiogra	Outer Rim Territories	R-16
Kojash	Core Worlds	K-10
Kokash	Core Worlds	J-10
Kol Huro	Outer Rim Territories	N-4
Kolaador	Outer Rim Territories	R-17
Kolanda Station	Outer Rim Territories	S-14
Kolatill	Outer Rim Territories	M-21
Koltine	Wild Space	L-21
Komnor	Outer Rim Territories	S-8
Kooda	Colonies	K-13
Koolach	Inner Rim	O-10
Kooriva	Inner Rim	M-14
Koovis	Inner Rim	L-8
Koozebane	Outer Rim Territories	T-9
Kor Anjiliac	Hutt Space	S-11
Kor Besadii	Hutt Space	S-10
Kor Desilijic	Hutt Space	S-11
Kor Gejalli	Hutt Space	S-11
Kor Hestilic	Hutt Space	S-10
Kor Hunamma	Hutt Space	S-11
Kor Jiramma	Hutt Space	S-11
Kor Nasirii	Hutt Space	S-10
Kor Nijiladii	Hutt Space	S-10
Kor Oktanivii	Hutt Space	S-11
Kor Trinivii	Hutt Space	S-11
Kor Usilic	Hutt Space	S-11
Kor Utoradii	Hutt Space	S-11
Kor Vosadii	Hutt Space	S-10
Korad	Outer Rim Territories	M-19
Korbin	Inner Rim	J-14
Korda	Inner Rim	O-8
Kordu	Mid Rim	L-7
Korev	Inner Rim	N-9
Korfo	Core Worlds	M-9
Korlings	Outer Rim Territories	P-4
Kormoran	Outer Rim Territories	R-4
Korphir	Outer Rim Territories	Q-6
Korriban	Outer Rim Territories	R-5
Korriz	Outer Rim Territories	R-4
Korseg	Outer Rim Territories	R-16
Korteen	Outer Rim Territories	Q-17
Koru Neimoidia	Colonies	N-11
Korvaii	Mid Rim	L-7
Kostra	Mid Rim	Q-8
Kothlis	Mid Rim	R-14
Kowak	Outer Rim Territories	S-16
Kragis	Expansion Region	O-15
Krake's Planet	Outer Rim Territories	P-7
Krann	Expansion Region	O-15
Krant	Mid Rim	R-14
Krayiss	Outer Rim Territories	R-5
Kreeling	Mid Rim	O-16
Krevas	Outer Rim Territories	R-7
Kriekaal	Wild Space	J-14
Kril'Dor	Mid Rim	I-7
Krin Koda	Unknown Regions	???
Krinemonen	Outer Rim Territories	U-6
Krintrino	Colonies	M-10
Kriselist	Mid Rim	K-16
Krmar	Outer Rim Territories	R-17
Krnay	Mid Rim	O-16
Kro Var	Unknown Regions	???
Kroctar	Inner Rim	N-7
Kromus	Mid Rim	P-7
Krozurbia	Outer Rim Territories	U-8
Kruskan	Outer Rim Territories	S-5
Krykas	Mid Rim	L-16
Krykis	Colonies	M-13
Krylon	Outer Rim Territories	P-5
Ksiczzic	Mid Rim	Q-15
Ktil	Inner Rim	N-9
Kuar	Deep Core	K-10
Kuat	Core Worlds	M-10
Kubindi	Outer Rim Territories	T-9
Kumru	Outer Rim Territories	K-18
Kuna's Eye	Outer Rim Territories	H-16
Kuna's Fist	Outer Rim Territories	H-16
Kuna's Horn	Outer Rim Territories	H-16
Kuna's Tail	Outer Rim Territories	H-16
Kuna's Tooth	Outer Rim Territories	H-16
Kuras	Outer Rim Territories	M-19
Kurluvion	Outer Rim Territories	N-6
Kushibah	Outer Rim Territories	P-5
Kutag	Core Worlds	K-10
Kuthic	Outer Rim Territories	S-8
Kvabja	Core Worlds	K-9
Kwannot	Mid Rim	L-6
Kwenn Space Station	Mid Rim	R-10
Kwevron	Outer Rim Territories	K-4
Kwookrrr	Mid Rim	P-9
KyLessia	Expansion Region	L-15
Kyloria	Outer Rim Territories	Q-3
Kyrouac	Inner Rim	K-14
Kyrska	Mid Rim	P-15
Kyryll's World	Outer Rim Territories	S-7
Laakteen Depot	Colonies	L-13
Laboi	Outer Rim Territories	S-8
Ladarra	Outer Rim Territories	P-5
Ladro	Colonies	J-13
Laerdocia	Outer Rim Territories	L-3
Laertos	Inner Rim	L-14
Lafra	Outer Rim Territories	R-4
Lahag Erli	Expansion Region	J-15
Lahsbane	Mid Rim	R-15
Laim	Outer Rim Territories	J-19
Lakra	Wild Space	I-6
Lali	Core Worlds	L-13
Lalmy'ash	Hapes Cluster	O-9
Lamaredd	Wild Space	S-18
Lambaria	Colonies	M-13
Lamuir	Colonies	L-13
Lamus	Outer Rim Territories	R-5
Lan Barell	Outer Rim Territories	O-18
Landor	Outer Rim Territories	O-6
Langhesa	Outer Rim Territories	P-4
Langoona	Hutt Space	S-10
Lankashiir	Colonies	N-11
Lannik	Mid Rim	R-13
Lanos	Mid Rim	Q-14
Lansono	Core Worlds	L-12
Lant	Outer Rim Territories	S-8
Lanteeb	Outer Rim Territories	I-17
Lanthe	Mid Rim	M-16
Lanthrym	Outer Rim Territories	M-20
Lantillies	Mid Rim	P-8
Lao-mon	Unknown Regions	???

Lapez	Outer Rim Territories	Q-5
Laramus	Outer Rim Territories	P-18
Laratos	Inner Rim	J-14
Las Lagon	Inner Rim	M-13
Lasan	Wild Space	P-20
Lastelle	Colonies	L-13
Latoma	Expansion Region	O-14
Laud	Expansion Region	O-14
Lavisar	Mid Rim	M-7
Lazerian	Expansion Region	N-15
Lekua	Centrality	T-8
Lelmra	Mid Rim	P-14
Lemmi	Hapes Cluster	O-9
Lenico	Outer Rim Territories	L-6
Lenniera	Core Worlds	M-10
Lenthalis	Mid Rim	L-17
Lequabis	Expansion Region	I-14
Lerct	Expansion Region	O-8
Leresen	Mid Rim	R-13
Leria Kerlsil	Core Worlds	M-10
Leritor	Mid Rim	Q-15
Lesu	Outer Rim Territories	Q-18
Letev	Colonies	L-13
Lettow	Core Worlds	M-11
Levian	Inner Rim	N-8
Lexas Prime	Outer Rim Territories	U-10
Lexrul	Mid Rim	Q-10
LFA-509	Expansion Region	P-14
Lhosa	Inner Rim	N-8
Lialic	Deep Core	K-12
Lianna	Tion Cluster	S-6
Liaq	Core Worlds	M-11
Licha In	Outer Rim Territories	L-2
Ligna	Outer Rim Territories	P-4
Liinade	Outer Rim Territories	N-5
Liintaar	Outer Rim Territories	R-17
Likasha	Mid Rim	Q-14
Linuri	Mid Rim	P-15
Liok	Outer Rim Territories	N-5
Lipsec	Outer Rim Territories	I-18
Lirra	Outer Rim Territories	U-12
Lisal	Mid Rim	Q-8
Listehol	Outer Rim Territories	Q-4
Listoria	Colonies	L-13
Little Capella	Outer Rim Territories	Q-6
Little Kessel	Outer Rim Territories	T-10
Little Talhovi	Mid Rim	K-18
Liul	Outer Rim Territories	P-7
Livien	Tion Cluster	S-5
Llanic	Outer Rim Territories	Q-16
Llon Nebulae	Expansion Region	K-15
Llorkan	Inner Rim	N-10
Lo'Uran	Outer Rim Territories	R-3
Loac	Expansion Region	P-12
Lobaoc	Outer Rim Territories	N-3
Lobaq Station	Outer Rim Territories	Q-7
Loce	Wild Space	S-4
Lockest	Expansion Region	N-13
Loedorvia	Core Worlds	K-12
Lofquar	Mid Rim	O-17
Lohopa	Expansion Region	M-15
Loj	Colonies	M-9
Loken	Mid Rim	R-7
Lokondo	Outer Rim Territories	J-3
Lol	Outer Rim Territories	Q-18
Lolnar	Core Worlds	M-11
Lomabu	Mid Rim	Q-13
Lonatro	Outer Rim Territories	L-3
Londor	Mid Rim	J-7
Longwind	Mid Rim	Q-10
Lonjair Prime	Outer Rim Territories	M-19
Lonnaw	Mid Rim	K-6
Lontar	Colonies	J-9
Loovria	Mid Rim	L-18
Lopor Station	Mid Rim	K-17
Loposi	Mid Rim	M-18
Lorahns	Mid Rim	P-14
Lorardia	Outer Rim Territories	O-6
Loratus	Outer Rim Territories	O-17
Lorell	Inner Rim	O-9
Lorenz	Colonies	L-13
Loretto	Core Worlds	M-11
Lorimax	Colonies	K-9
Lorista	Mid Rim	J-7
Lorn	Outer Rim Territories	R-17
Loronar	Colonies	M-12
Lorpfan	Outer Rim Territories	R-4
Lorrad	Tion Cluster	S-6
Lorrd	Outer Rim Territories	N-4
Lorta	Mid Rim	J-17
Lota	Expansion Region	O-14
Loth	Inner Rim	J-8
Lotide	Outer Rim Territories	S-5
Lovetus	Core Worlds	L-9
Lovola	Hapes Cluster	O-9
Low'n	Mid Rim	Q-8
Lowick	Outer Rim Territories	U-9
Lucazec	Outer Rim Territories	Q-6
Lucrenn	Outer Rim Territories	Q-19
Lucrusia	Outer Rim Territories	M-18
Luduria	Colonies	M-12
Luj	Outer Rim Territories	N-19
Lujo	Core Worlds	L-12
Lupani	Colonies	L-13
Luptoom	Outer Rim Territories	M-18
Lur	Outer Rim Territories	R-4
Lurania	Colonies	N-10
Lurr	Outer Rim Territories	J-19
Lusaanda	Outer Rim Territories	O-4
Lusdu	Core Worlds	M-10
Lusk	Colonies	L-13
Lust	Wild Space	J-20
Lutrillia	Outer Rim Territories	J-18
Luudria	Outer Rim Territories	R-17
Luuq	Outer Rim Territories	L-7
Lwhekk	Ssi-ruuvi Cluster	C-16
Lybeya (Vergesso)	Outer Rim Territories	P-18
Lynx	Colonies	L-13
Lyran	Outer Rim Territories	S-15
Lythia	Outer Rim Territories	S-8
Lythos	Corporate Sector	S-3
M'Bardi	Outer Rim Territories	P-5
M'dweshuu Nova	Hutt Space	S-9
M'haeli	Expansion Region	N-15
M'Hanna	Hutt Space	T-11
M2934738	Outer Rim Territories	N-5
M4-78	Inner Rim	O-9
Ma'ar Shaddam	Outer Rim Territories	N-20
Maccent	Outer Rim Territories	S-7
Mackar	Mid Rim	M-6
Maelstrom Nebula	Outer Rim Territories	K-5
Maerdocia	Mid Rim	Q-13
Magagran	Outer Rim Territories	L-6
Magataran Maelstrom	Inner Rim	N-7
Magravia	Outer Rim Territories	Q-17
Maires	Hapes Cluster	O-9
Mairne	Outer Rim Territories	M-21
Majilop	Outer Rim Territories	Q-18
Majoor	Expansion Region	N-15
Makem Te	Outer Rim Territories	S-5
Makksre	Core Worlds	K-9
Makthierse	Outer Rim Territories	L-20
Malachor	Outer Rim Territories	S-4
Malador	Mid Rim	L-17
Malagarr	Wild Space	V-8
Malano	Colonies	N-10
Malanose	Outer Rim Territories	K-2
Malari	Mid Rim	I-6
Malastare	**Mid Rim**	**N-16**
Maldra	Outer Rim Territories	U-8
Malicar	Outer Rim Territories	N-4
Malkii	Outer Rim Territories	S-5
Mall'ordian	Corporate Sector	R-3
Malo	Outer Rim Territories	M-19
Malrev	Outer Rim Territories	P-6
Maltha Obex	Outer Rim Territories	O-3
Malthor	Mid Rim	Q-14
Maltoria	Mid Rim	R-8
Mamendin	Core Worlds	K-9
Manaan	Inner Rim	O-11
Manari	Expansion Region	O-15
Manda	Mid Rim	R-15
Mandallia	Outer Rim Territories	O-7
Mandalore	Outer Rim Territories	O-7
Mandell	Mid Rim	R-14
Mandrine	Outer Rim Territories	T-10
Manella	Core Worlds	M-9
Manforgon	Mid Rim	L-17
Mangez	Expansion Region	O-14
Mannova	Outer Rim Territories	Q-5
Manpha	Outer Rim Territories	K-20
Manress	Inner Rim	N-9
Mantan	Outer Rim Territories	U-6
Mantarran	Inner Rim	L-14
Mantessa	Inner Rim	M-8
Mantilorr	Outer Rim Territories	S-10
Mantooine	Outer Rim Territories	L-5
Manwess	Colonies	N-9
Maphus Tria	Outer Rim Territories	T-8
Mapuzo	Mid Rim	M-7
Marais, The	Core Worlds	J-10
Maramere	Outer Rim Territories	Q-17
Marasai	Inner Rim	O-10
Marca	Outer Rim Territories	N-6
Maridun	Outer Rim Territories	Q-6
Markbee's Star	Outer Rim Territories	L-5
Markon	Core Worlds	L-9
Marmoth	Outer Rim Territories	K-4
Marngar	Core Worlds	M-10
Maro Della	Mid Rim	L-17
Marotan	Inner Rim	O-9
Marquarra	Outer Rim Territories	J-5
Marranis	Outer Rim Territories	P-5
Marrovia	Outer Rim Territories	P-5
Maryo	Corporate Sector	S-4
Maryx Minor	Outer Rim Territories	O-19
Marzoon	Mid Rim	I-16
Masgen	Mid Rim	I-7
Masposhani	Mid Rim	Q-9
Massiff Nebula	Core Worlds	K-9
Massoss	Chiss Space	G-8
Masterra	Mid Rim	Q-14
Matacorn	Mid Rim	P-15
Mataou	Outer Rim Territories	K-18
Matarri	Inner Rim	N-8
Matra	Corporate Sector	S-4
Mattri	Inner Rim	O-10
Mauk	Mid Rim	R-9
Mavinia	Inner Rim	N-13
Mavva	Outer Rim Territories	R-3
Maw Cluster	Outer Rim Territories	T-10
Mawan	Core Worlds	M-11
Maxca	Expansion Region	O-14
Maxet	Outer Rim Territories	N-5
Maya Kovel	Outer Rim Territories	H-16
Mayagil	Outer Rim Territories	M-18
Mayvitch	Expansion Region	L-8
Mazuma	Outer Rim Territories	Q-6
Meastrinnar	Inner Rim	K-8
Mechis	Inner Rim	L-14
Medepiest	Mid Rim	P-15
Media	Corporate Sector	S-4
Medth	Mid Rim	M-17
Meedis Minor	Mid Rim	Q-13
Mek va Uil	Expansion Region	O-13
Mektrun Cluster	Mid Rim	L-17
Melahna	Core Worlds	K-9
Melasaton	Outer Rim Territories	L-18
Meldazar	Expansion Region	K-8
Melida/Daan	Outer Rim Territories	P-17
Melinz	Core Worlds	L-9
Melnea's World	Outer Rim Territories	R-16
Mendacia	Mid Rim	P-13
Mendicat	Wild Space	I-8
Mengjini	Outer Rim Territories	L-7
Mentanar Vosk	Outer Rim Territories	O-4
Mepha'as Prime	Outer Rim Territories	O-6
Mephitis	Colonies	J-13
Mephout	Wild Space	H-20
Merakai	Core Worlds	K-9
Meridian	Outer Rim Territories	R-7
Merikon	Outer Rim Territories	K-6
Merisee	Outer Rim Territories	M-19
Merren	Expansion Region	O-14
Merson	Inner Rim	O-10
Merthia	Expansion Region	N-13
Meruud	Mid Rim	I-16
Mes Cavoli	Mid Rim	O-7
Meshakia	Mid Rim	Q-14
Messert	Mid Rim	Q-10
Mestra	Outer Rim Territories	M-20
Metalorn	Mid Rim	R-8
Metellos	Core Worlds	K-10
Metharg	Outer Rim Territories	O-17
Metharian Nebula	Outer Rim Territories	M-19
Mev	Outer Rim Territories	K-18
Mexeluine	Outer Rim Territories	K-18
Mhatma	Mid Rim	I-16
Midani	Outer Rim Territories	P-18
Miele Nova	Core Worlds	L-9
Miglar	Outer Rim Territories	O-4
Mijos	Outer Rim Territories	K-18
Mika	Outer Rim Territories	R-17
Mila	Expansion Region	O-14
Milagro	Expansion Region	O-14
Milarian	Mid Rim	R-16
Millinar	Hapes Cluster	O-9
Milvayne	Inner Rim	L-8
Mima	Mid Rim	L-17
Minashee	Outer Rim Territories	K-5
Minavar	Outer Rim Territories	U-10
Mindabaal	Inner Rim	J-13
Mindemir	Colonies	N-10
Mindor	Inner Rim	M-8
Minkring	Colonies	M-9
Minntooine	Outer Rim Territories	T-6
Mirial	Outer Rim Territories	Q-4
Mirit (Ord Mirit)	Colonies	K-9
Mirnic	Outer Rim Territories	M-18
Mirshaf	Core Worlds	L-9
Mirshilan	Outer Rim Territories	R-17
Mis-Tenek	Mid Rim	S-15
Misnor	Outer Rim Territories	O-4
Mistar	Outer Rim Territories	N-5
Miv'rah	Outer Rim Territories	R-17
Mizra	Inner Rim	O-8
Miztoc	Mid Rim	K-17
Mobetta	Outer Rim Territories	M-20
Modus	Hapes Cluster	O-9
Moer	Mid Rim	M-7
Mogoshyn	Outer Rim Territories	P-5
Mokk	Inner Rim	N-10
Molavar	Outer Rim Territories	S-15
Moloskia	Expansion Region	N-15
Moltok	Outer Rim Territories	L-5
Momansi	Expansion Region	O-15
Mon Calamari	Outer Rim Territories	U-6
Mon Gazza	Mid Rim	Q-16
Mon Torri	Mid Rim	P-7
Monadin	Core Worlds	M-10
Monastery	Mid Rim	Q-14
Mondress	Expansion Region	J-7
Monhudle	Outer Rim Territories	K-5
Monor	Mid Rim	P-15
Monsua Nebula	Outer Rim Territories	H-16
Montitia	Expansion Region	J-15
Moog Mot	Outer Rim Territories	S-8
Moonflower Nebula	Wild Space	U-16
Moonus Mandel	Mid Rim	R-14
Moorja	Inner Rim	L-15
Morado	Mid Rim	Q-11
Moralan	Hutt Space	T-10
Morath Nebula	Core Worlds	J-10
Morcanth	Unknown Regions	???
Mordagon	Expansion Region	P-12

Morellia	Wild Space	S-3
Morgania	Outer Rim Territories	S-14
Morishim	Outer Rim Territories	K-5
Morning's Bell	Core Worlds	K-10
Moro	Mid Rim	I-7
Morseer	Outer Rim Territories	O-6
Morvogodine	Outer Rim Territories	T-9
Moseum	Outer Rim Territories	O-6
Moshaw	Outer Rim Territories	M-18
Moskk	Outer Rim Territories	K-6
Mossak	Outer Rim Territories	R-6
Motexx	Colonies	M-13
Movris	Outer Rim Territories	M-6
Mowgle	Core Worlds	M-10
Mrisst	Colonies	K-9
Mrlsst	Colonies	L-13
Msst	Mid Rim	P-7
Mugaar	Mid Rim	K-18
Mulatan	Hutt Space	S-10
Mullan	Outer Rim Territories	T-6
Munlali Mafir	Unknown Regions	G-5
Munto Codru	Outer Rim Territories	T-6
Murgo	Wild Space	I-7
Murk	Outer Rim Territories	H-16
Murkhana	Outer Rim Territories	S-6
Murninkam	Outer Rim Territories	O-3
Muskree	Outer Rim Territories	S-5
Musson	Outer Rim Territories	Q-16
Mussubir	Mid Rim	L-17
Mustafar	**Outer Rim Territories**	**L-19**
Muunilinst	Outer Rim Territories	K-4
Muuria	Inner Rim	M-13
Muzara	Expansion Region	K-8
Muzzli	Expansion Region	O-15
Mycroft	Colonies	K-9
Mygeeto	**Outer Rim Territories**	**K-5**
Mylok	Wild Space	J-21
Mylok Minor	Outer Rim Territories	L-20
Mynock 7 Station	Outer Rim Territories	M-18
Myomar	Mid Rim	J-7
Myrenia	Core Worlds	L-9
Myrkr	Inner Rim	N-7
Mytaranor	Mid Rim	P-10
Mytus	Wild Space	S-3
MZX32905	Outer Rim Territories	N-4
N'dian	Outer Rim Territories	R-6
N'ildwab	Outer Rim Territories	Q-4
N'zoth	Core Worlds	K-10
Naalol	Mid Rim	L-17
Naboo	**Mid Rim**	**O-17**
Nadiem	Outer Rim Territories	U-11
Nagi	[extragalactic]	N/A
Nahsu Minor	Inner Rim	N-9
Najarka	Outer Rim Territories	J-19
Najiba	Outer Rim Territories	R-17
Nak Shimor	Colonies	M-9
Nal Hutta	Hutt Space	S-12
Naldar	Outer Rim Territories	S-7
Nalrith	Outer Rim Territories	N-20
Nam Chorios	Outer Rim Territories	R-7
Nam'ta	Outer Rim Territories	L-5
Namadii	Mid Rim	I-6
Namore	Colonies	L-13
Nanta-Ri	Core Worlds	K-10
Nantama	Mid Rim	L-17
Nanth'ri	Outer Rim Territories	Q-12
Nantuker	Hapes Cluster	O-9
Naos	Wild Space	S-18
Naplousea	Outer Rim Territories	R-4
Naporar	Chiss Space	F-8
Naps Fral Cluster	Outer Rim Territories	S-16
Nar Bo Sholla	Hutt Space	R-10
Nar Chunna	Hutt Space	S-10
Nar Haaska	Hutt Space	T-11
Nar Kaaga	Hutt Space	S-13
Nar Kreeta	Hutt Space	S-10
Nara	Colonies	L-9
Narg	Outer Rim Territories	J-19
Narigus	Outer Rim Territories	O-6
Narrant	Mid Rim	J-17
Nars	Mid Rim	L-17
Narth	Outer Rim Territories	N-18
Narvath	Expansion Region	O-14
Natalon	Expansion Region	K-16
Nathas	Core Worlds	J-12
Natinati	Wild Space	S-4
Nativum	Mid Rim	R-9
Nauton	Mid Rim	Q-9
Nazzri	Mid Rim	P-9
NCW-781	Wild Space	H-18
Near Indosa	Outer Rim Territories	P-6
Near Pando	Hutt Space	S-14
Nebula Forso	Outer Rim Territories	P-4
Necr'ygor	Mid Rim	O-16
Nedij	Outer Rim Territories	Q-19
Needan	Wild Space	I-20
Neelabi	Outer Rim Territories	Q-17
Neelanon	Mid Rim	L-17
Neelgaimon	Outer Rim Territories	Q-3
Neimoidia	**Colonies**	**M-10**
Neka	Outer Rim Territories	L-4
Nelfrus	Outer Rim Territories	M-20
Nella	Colonies	L-13
Nellac Kram	Outer Rim Territories	N-18
Nelvaan	Outer Rim Territories	Q-16
Nelvana Gas Cluster	Mid Rim	O-16
Nentan	Mid Rim	K-7
Neona	Colonies	L-13
Nepoy	Mid Rim	L-17
Neree	Outer Rim Territories	S-9
Nerria	Outer Rim Territories	S-9
Nerrif	Mid Rim	O-16
Neshtab	Inner Rim	K-8
Nessem	Expansion Region	M-8
Netolio	Colonies	L-13
Neutra	Expansion Region	P-10
Neuvia	Colonies	L-9
New Agamar	Outer Rim Territories	N-5
New Alderaan	Outer Rim Territories	T-6
New Apsolon	Mid Rim	P-10
New Ator	Outer Rim Territories	R-16
New Bakstre	Outer Rim Territories	K-5
New Balosar	Expansion Region	K-15
New Bornalex	Outer Rim Territories	O-6
New Brigia	Core Worlds	K-10
New Canistel	Outer Rim Territories	P-7
New Cov	Mid Rim	P-14
New Cylimba	Mid Rim	L-17
New Heurkea	Outer Rim Territories	U-6
New Holgha	Outer Rim Territories	N-5
New Holstice	Mid Rim	R-7
New Javis	Colonies	L-13
New Plympto	Core Worlds	M-11
New Polokia	Inner Rim	M-13
New Shella	Colonies	L-13
Nexer	Expansion Region	O-8
Nexus Ortai	Mid Rim	Q-14
Nez Peron	Outer Rim Territories	O-5
Nezni	Outer Rim Territories	N-18
Nfolgai	Outer Rim Territories	R-4
Nharqis'l	Outer Rim Territories	K-2
Nibiru	Outer Rim Territories	H-16
Nicandra	Mid Rim	M-7
Nichen	Outer Rim Territories	N-4
Nicht Ka	Outer Rim Territories	R-5
Nierport	Colonies	L-8
Nieuth	Colonies	L-8
Nigel	Expansion Region	N-15
Niian	Expansion Region	O-14
Nijune	Outer Rim Territories	N-5
Nilash	Outer Rim Territories	M-17
Nilg	Mid Rim	L-7
Nilgaria	Mid Rim	J-16
Nim Drovis	Outer Rim Territories	R-7
Nimat	Outer Rim Territories	T-8
Nimba	Wild Space	T-17
Nimban	Hutt Space	S-10
Nimgorrhea	Outer Rim Territories	S-14
Nimia	Hutt Space	S-9
Ninn	Corporate Sector	R-3
Ninzam	Mid Rim	P-17
Niran	Outer Rim Territories	I-18
Nirauan	Wild Space	I-5
Nirellia	Mid Rim	Q-11
Niro	Expansion Region	O-12
Nishr	Outer Rim Territories	R-17
Nista	Colonies	L-13
Nivek	Expansion Region	O-14
Nixor	Mid Rim	Q-12
Nkllon	Expansion Region	L-16
No-ad	Mid Rim	R-7
Nocto	Outer Rim Territories	L-20
Nodgra	Outer Rim Territories	L-20
Noe'ha'on	Expansion Region	K-16
Nojic	Expansion Region	O-9
Nolar	Expansion Region	N-8
Nomaria	Outer Rim Territories	S-8
Nomlis	Mid Rim	O-16
Noola	Outer Rim Territories	L-5
Nooli	Mid Rim	Q-13
Noonar	Outer Rim Territories	M-6
Noopiths, The	Outer Rim Territories	K-18
Noori	Expansion Region	O-10
Nopces	Core Worlds	L-9
Nopsin	Mid Rim	I-15
Noquivzor	Colonies	K-9
Norah	Inner Rim	L-14
Norat	Core Worlds	K-10
Norclune	Colonies	L-8
Nord	Outer Rim Territories	N-4
Nordra	Inner Rim	N-14
Noremac	Outer Rim Territories	N-4
Noris	Chiss Space	F-8
Norkronia	Core Worlds	K-10
Norne	Core Worlds	K-10
Norulac	Inner Rim	O-9
Norval	Outer Rim Territories	T-9
Noryath	Outer Rim Territories	Q-6
Nosken	Outer Rim Territories	J-6
Notak	Mid Rim	P-15
Nothoiin	Outer Rim Territories	K-18
Notonia	Outer Rim Territories	Q-4
Nouane	Inner Rim	N-8
Novi	Hapes Cluster	O-9
Novolek Beacon	Outer Rim Territories	S-8
Novor	Outer Rim Territories	S-8
Nuala	Mid Rim	P-7
Nubia	**Core Worlds**	**M-11**
Nulan	Outer Rim Territories	O-18
Null	Mid Rim	N-7
Numatra	Core Worlds	L-12
Nunce	Core Worlds	L-13
Nuralee	Mid Rim	N-16
Nuswatta	Tion Cluster	S-6
Nuvar	Mid Rim	N-17
Nwarcol	Outer Rim Territories	S-8
Nyarikan Nebula	Mid Rim	P-7
Nyasko	Outer Rim Territories	S-7
Nymalia	Mid Rim	M-17
Nyny	Outer Rim Territories	T-7
Nyssa	Colonies	L-13
Nysza	Outer Rim Territories	R-17
Obana	Outer Rim Territories	R-16
Obas	Expansion Region	L-15
Obelia	Colonies	L-13
Obica	Outer Rim Territories	M-17
Obinipor	Outer Rim Territories	P-7
Obran Cluster	Outer Rim Territories	L-18
Obredaan	Mid Rim	K-6
Obroa-skai	Inner Rim	N-8
Obulette	Colonies	L-13
Ocsin	Corporate Sector	S-3
Octavia	Mid Rim	M-7
Odik	Deep Core	K-11
Odos	Outer Rim Territories	R-7
Odryn	Outer Rim Territories	N-7
Oetrago	Outer Rim Territories	M-18
Off-Canau	Colonies	N-12
Ogden Minor	Mid Rim	Q-12
Ogem	Mid Rim	L-17
Ogoth Tiir	Outer Rim Territories	L-19
Ohraatu	Expansion Region	K-16
OHS1782-03	Outer Rim Territories	T-7
OHS2132-04	Outer Rim Territories	T-7
OHS3842-03	Outer Rim Territories	T-7
OHS4140-02	Outer Rim Territories	T-7
Ojom	Deep Core	M-11
Oko E	Outer Rim Territories	J-18
Oktos Nebula	Hutt Space	R-11/12
Okyaab	Outer Rim Territories	N-7
Olabria	Outer Rim Territories	J-20
Old Mankoo	Mid Rim	N-17
Oligtaz	Core Worlds	L-12
Omar	Colonies	K-13
Omiddelon	Mid Rim	S-9
Omman	Tion Cluster	S-6
Omman Minor	Outer Rim Territories	Q-17
Omonoth	Inner Rim	M-8
Ompersan	Outer Rim Territories	K-5
Omwat	Outer Rim Territories	N-18
Onadax	Outer Rim Territories	M-20
Onderon	Inner Rim	O-9
Ondo	Colonies	N-12
Ondos	Core Worlds	K-10
Ongella	Inner Rim	N-10
Ookbat	Mid Rim	O-10
Ool	Chiss Space	E-8
Oolidi	Expansion Region	M-16
Oon Tien	Outer Rim Territories	M-21
Ooo-sek	Mid Rim	Q-15
Ooo-temiuk	Outer Rim Territories	R-16
Oor	Tion Cluster	S-6
Oorn Tchis	Outer Rim Territories	M-5
Ootoola	Outer Rim Territories	O-5
Oovo	Outer Rim Territories	S-8
Opari	Mid Rim	L-18
Opatajji	Core Worlds	L-9
Open Sea	Centrality	U-8
Ophideraan	Colonies	K-13
Opiteihr	Expansion Region	M-16
Oplovis	Outer Rim Territories	M-5
Oracaia	Outer Rim Territories	J-6
Oranessan	Outer Rim Territories	N-17
Orax	Outer Rim Territories	L-20
Ord Adinorr	Outer Rim Territories	R-7
Ord Antalaha	Colonies	L-8
Ord Biniir	Outer Rim Territories	L-5
Ord Bueri	Outer Rim Territories	S-5
Ord Canfre	Outer Rim Territories	K-5
Ord Cantrell	Outer Rim Territories	K-6
Ord Cestus	Outer Rim Territories	O-6
Ord Dorlass	Mid Rim	O-16
Ord Grovner	Outer Rim Territories	O-18
Ord Ibanna	Outer Rim Territories	M-17
Ord Janon	Outer Rim Territories	N-2
Ord Klina	Outer Rim Territories	S-13
Ord Lithone	Inner Rim	L-8
Ord Mantell	**Mid Rim**	**L-7**
Ord Mynock	Outer Rim Territories	K-6
Ord Namurt	Mid Rim	S-8
Ord Pardron	Mid Rim	R-15
Ord Radama	Outer Rim Territories	Q-5
Ord Sabaok	Core Worlds	J-13
Ord Sedra	Outer Rim Territories	K-4
Ord Segra	Mid Rim	Q-15
Ord Sigatt	Outer Rim Territories	N-6
Ord Simres	Outer Rim Territories	M-17
Ord Tessebok	Mid Rim	K-6
Ord Thoden	Outer Rim Territories	J-4
Ord Tiddell	Mid Rim	Q-7
Ord Torrenze	Outer Rim Territories	S-5
Ord Traga	Outer Rim Territories	N-5
Ord Trasi	Outer Rim Territories	L-4
Ord Varee	Mid Rim	J-7
Ord Vaug	Expansion Region	L-15

Ord Vaxal	Inner Rim	N-13
Ord Wylan	Mid Rim	R-12
Ord Zat	Outer Rim Territories	S-7
Ord Zeuol	Mid Rim	O-16
Ordo	Outer Rim Territories	O-7
Orelon	Hapes Cluster	O-9
Oricho	Outer Rim Territories	M-6
Oricon	Outer Rim Territories	P-3
Orimanther	Outer Rim Territories	O-6
Orinackra	Wild Space	J-3
Orinda	Mid Rim	K-6
Oriolanis	Mid Rim	J-16
Orion	Outer Rim Territories	T-6
Orixon Nebula (Kashi)	Outer Rim Territories	S-7
Orkellia	Mid Rim	Q-15
Orleon	Mid Rim	Q-8
Orma	Expansion Region	O-14
Orn Kios	Outer Rim Territories	K-18
Ornfra	Chiss Space	F-8
Orooturoo	Core Worlds	K-10
Orroman	Wild Space	I-14
Orron	Corporate Sector	S-4
Orryxia	Outer Rim Territories	M-18
Orthellin	Colonies	M-9
Orto	Outer Rim Territories	M-19
Orvax	Outer Rim Territories	R-17
Osadia	Core Worlds	K-10
Oseon	Centrality	T-8
Oshetti	Outer Rim Territories	R-3
Oshora	Outer Rim Territories	Q-17
Osirrag	Outer Rim Territories	M-20
Oslumpex	Corporate Sector	S-4
Osmani	Mid Rim	L-18
Ossel	Outer Rim Territories	L-18
Osseriton	Unknown Regions	G-9
Ossiathora	Mid Rim	L-17
Osskorn	Mid Rim	L-6
Osssorck Nebulae	Core Worlds	J-12
Ossus	Outer Rim Territories	R-6
Ostega	Outer Rim Territories	R-15
Ota	Mid Rim	Q-10
Otranto	Outer Rim Territories	P-4
Ottabesk	Deep Core	M-11
Ottethan	Outer Rim Territories	M-6
Otunia	Outer Rim Territories	Q-3
Oulanne	Inner Rim	L-14
Outland Transit Station	Outer Rim Territories	T-12
Ova	Outer Rim Territories	O-6
Ovise	Outer Rim Territories	H-16
Oyokal	Chiss Space	E-8
Ozu	Outer Rim Territories	K-18
Pa Tho	Inner Rim	K-14
Pa'hir'al	Mid Rim	L-7
Paarin Minor	Outer Rim Territories	M-6
Padua	Core Worlds	M-12
Paecia	Outer Rim Territories	O-6
Paig	Expansion Region	K-8
Paigu	Outer Rim Territories	R-6
Pako Ramoon	Outer Rim Territories	J-19
Pakrik	Core Worlds	K-9
Pakuuni	Outer Rim Territories	T-6
Pal Goral	Outer Rim Territories	R-4
Palanhi	Colonies	K-9
Palawa	Core Worlds	L-10
Pallaxides	Outer Rim Territories	N-7
Pammant	Outer Rim Territories	U-6
Pamorjal	Expansion Region	N-14
Panatha	Outer Rim Territories	H-16
Panela	Core Worlds	M-12
Pangarees, The	Outer Rim Territories	L-20
Panna	Tion Cluster	S-6
Pantolomin	Core Worlds	K-9
Pantora	Outer Rim Territories	P-19
Paonid	Inner Rim	O-8
Paqualis	Inner Rim	L-8
Paqwepor Major	Mid Rim	P-15
Parada	Mid Rim	L-17
Paradise	Outer Rim Territories	M-20
Paramatan	Mid Rim	L-17
Parcelus Minor	Expansion Region	O-12
Parein	Outer Rim Territories	O-18
Parkis	Colonies	M-10
Parmel	Outer Rim Territories	O-18
Parmic	Outer Rim Territories	P-19
Parshoone	Outer Rim Territories	J-4
Parthovian Cluster	Wild Space	T-4
Parwa	Outer Rim Territories	M-18
Pas'sic	Outer Rim Territories	M-5
Pashvi	Wild Space	I-5
Pasmin	Tion Cluster	S-6
Pastil	Outer Rim Territories	S-15
Patch	Outer Rim Territories	M-6
Patriim	Outer Rim Territories	M-18
Paulking	Centrality	U-8
Pavia	Colonies	L-13
Pavo Prime	Inner Rim	N-10
Pax	Expansion Region	N-16
PDC3141-02	Mid Rim	P-10
Pedd	Outer Rim Territories	O-6
Pedducis Chorios	Outer Rim Territories	R-7
Peg Shar	Mid Rim	R-8
Pegg	Outer Rim Territories	R-4
Peirs	Outer Rim Territories	M-21
Pelagon	Colonies	L-13
Pelemax	Colonies	M-9
Pelgrin	Outer Rim Territories	R-17
Pella	Colonies	L-13
Pellastrallas	Mid Rim	K-18
Peluchia	Mid Rim	Q-11
Pembric	Outer Rim Territories	M-21
Pencael	Colonies	M-12
Pendal	Mid Rim	M-7
Pendari	Expansion Region	K-16
Pendarr	Expansion Region	L-15
Pengalan	Inner Rim	O-8
Peppel	Outer Rim Territories	P-3
Per Lupelo	Inner Rim	L-8
Peragus	Outer Rim Territories	Q-4
Perann Nebula	Unknown Regions	???
Peregrine's Nest	Mid Rim	P-14
Pergitor	Outer Rim Territories	M-20
Peridon's Folly	Mid Rim	Q-11
Perilious	Outer Rim Territories	R-17
Perilix	Colonies	L-9
Perin	Wild Space	R-3
Perithal	Inner Rim	N-14
Perlemia	Core Worlds	L-9
Perma	Core Worlds	M-11
Permondiri	Core Worlds	J-13
Pernam Minor	Outer Rim Territories	M-20
Pernella	Colonies	L-13
Perthrillia	Colonies	J-13
Pervi	Colonies	L-13
Pervick	Outer Rim Territories	P-3
Pesfavri	Chiss Space	G-8
Pesitiin	Expansion Region	I-8
Pesmenben	Mid Rim	Q-11
Pestoriv	Colonies	N-12
Petabys Station	Mid Rim	J-16
Petrakis	Inner Rim	O-11
Phaeda	Outer Rim Territories	L-6
Phasecra	Mid Rim	P-8
Phateem	Inner Rim	N-8
Phelarion	Outer Rim Territories	M-18
Phelope	Hapes Cluster	O-9
Phemis	Core Worlds	M-11
Phibia	Mid Rim	Q-15
Phindar	Outer Rim Territories	P-6
Phinel's Folly	Outer Rim Territories	R-7
Pho Ph'eah	Outer Rim Territories	P-5
Phoebus	Outer Rim Territories	R-6
Phorliss	Core Worlds	K-9
Phosphura Belt Nebula	Outer Rim Territories	L-20
Phracas	Core Worlds	J-10
Phraetiss	Core Worlds	K-9
Phu	Colonies	J-13
Picutorion	Outer Rim Territories	Q-4
Pieldi	Mid Rim	L-18
Pii	Outer Rim Territories	R-16
Pil Diller	Outer Rim Territories	O-6
Piluvia	Outer Rim Territories	P-19
Pinett	Outer Rim Territories	M-20
Pinoora	Outer Rim Territories	P-6
Pinperu	Outer Rim Territories	U-6
Pinurquia	Outer Rim Territories	Q-7
Pirik	Outer Rim Territories	S-8
Pirin	Expansion Region	O-8
Piroket	Outer Rim Territories	R-16
Pirol	Core Worlds	K-10
Pirralor	Mid Rim	L-18
Pitann	Outer Rim Territories	M-21
Piton	Core Worlds	K-12
Pitrillistia	Outer Rim Territories	O-3
Pitrolea	Inner Rim	L-14
Pits of Plooma	Outer Rim Territories	L-3
Pizilis	Mid Rim	P-10
Pizkoss	Core Worlds	K-10
Pkihantri	Core Worlds	L-12
Plavin	Colonies	L-9
Plavonia	Outer Rim Territories	J-18
Plesstil	Outer Rim Territories	L-3
Plexis	Core Worlds	L-13
Ploo	Expansion Region	N-7
Plooriod	Expansion Region	N-7
Pluthan	Wild Space	U-8
Plympto	Core Worlds	M-11
Poderis	Inner Rim	M-8
Polanis	Core Worlds	M-11
Polis Massa	Outer Rim Territories	K-20
Pollillus	Core Worlds	J-10
Polmanar	Outer Rim Territories	K-18
Polneye	Core Worlds	K-10
Polordio	Outer Rim Territories	M-19
Polus	Outer Rim Territories	M-6
Pondut Station	Corporate Sector	S-4
Porchello	Mid Rim	J-17
Poressi	Outer Rim Territories	K-6
Porpor	Outer Rim Territories	S-16
Port Bianco	Colonies	L-13
Port Evokk	Mid Rim	L-18
Port Jerrell	Outer Rim Territories	J-18
Portminia	Outer Rim Territories	N-5
Porus Vida	Inner Rim	O-9
Poseidenna	Outer Rim Territories	U-7
Pothor	Mid Rim	Q-8
Pouffra	Outer Rim Territories	Q-7
Povanaria	Outer Rim Territories	P-6
Poviduze	Expansion Region	J-14
Poytta	Hutt Space	T-12
Pozzi	Colonies	L-13
Praadost	Outer Rim Territories	P-4
Praesitlyn	Outer Rim Territories	M-19
Praidaw	Inner Rim	K-14
Prakith	Deep Core	K-10
Prakith Minor	Colonies	L-9
Pral	Wild Space	L-21
Praven Prime	Outer Rim Territories	O-6
Praxlis	Core Worlds	J-10
Prazhi	Expansion Region	O-12
Prefsbelt	Outer Rim Territories	K-5
Prekaz	Core Worlds	K-9
Presbalin	Outer Rim Territories	P-6
Presteen	Mid Rim	L-17
Prexiar	Outer Rim Territories	L-19
Pria	Core Worlds	M-10
Prildaz	Core Worlds	K-10
Primarin	Inner Rim	M-13
Primtara	Mid Rim	P-15
Priole Danna	Outer Rim Territories	O-5
Prishardia	Outer Rim Territories	R-7
Prishella	Outer Rim Territories	T-10
Procopia	Colonies	L-13
Prolifera	Outer Rim Territories	N-6
Protazk	Outer Rim Territories	Q-4
Proxima Dibal	Wild Space	Q-3
Pugal	Mid Rim	J-7
Puloorn	Outer Rim Territories	M-3
Purnham	Colonies	M-9
Pursin	Outer Rim Territories	L-19
Pusat Station	Mid Rim	R-8
Pybus	Hutt Space	S-11
Pygorix	Outer Rim Territories	Q-6
Pyjridj	Mid Rim	K-17
Pyolli	Outer Rim Territories	M-18
Pypin	Wild Space	R-3
Pyros	Colonies	K-13
Pzob	Outer Rim Territories	T-15
Q'Maere	Outer Rim Territories	M-21
Q'mara	Mid Rim	L-18
Q'nithian	Outer Rim Territories	P-4
Qalita Prime	Inner Rim	J-13
Qalydon	Outer Rim Territories	R-5
Qat Chrystac	Expansion Region	L-16
Qeimat	Outer Rim Territories	P-17
Qexis	Outer Rim Territories	N-19
Qiaxx	Outer Rim Territories	P-18
Qiilura	Mid Rim	L-7
Qina	Outer Rim Territories	H-16
Qixoni Nebula	Expansion Region	K-13
Qlothos	Inner Rim	M-14
Qonto	Wild Space	J-3
Qoribu	Unknown Regions	H-7
Qotile	Outer Rim Territories	S-5
Qretu	Inner Rim	L-15
Qu'mock	Outer Rim Territories	M-21
Quadrant Seven	Mid Rim	J-6
Quaensan Prime	Mid Rim	J-17
Qualthrough	Outer Rim Territories	O-6
Quamar	Mid Rim	K-17
Quanton	Outer Rim Territories	K-4
Quas Killam	Mid Rim	P-10
Queel	Mid Rim	P-15
Quelii	Outer Rim Territories	O-6
Quell	Outer Rim Territories	Q-6
Quellor	Colonies	N-12
Quenk	Core Worlds	L-9
Quermia	Outer Rim Territories	S-5
Ques	Hutt Space	S-9
Quesaya	Expansion Region	L-15
Quesna	Outer Rim Territories	O-18
Questal	Core Worlds	J-12
Queyta	Outer Rim Territories	M-19
Quian	Core Worlds	L-9
Quiberon	Outer Rim Territories	T-15
Quilan	Mid Rim	Q-8
Quint	Inner Rim	M-8
Quintar Nebula	Expansion Region	O-13
Quintus	Outer Rim Territories	K-5
Quockra	Outer Rim Territories	M-20
Quooria	Expansion Region	O-8
Quyste	Outer Rim Territories	O-6
R-Duba	Outer Rim Territories	T-15
R'alla	Corporate Sector	S-3
R'terleD'er	Outer Rim Territories	J-18
Raamen	Expansion Region	N-15
Rachuk (Vladet)	Colonies	N-11
Radama Void	Outer Rim Territories	Q-5
Raddan	Outer Rim Territories	S-8
Radnor	Mid Rim	Q-16
Raed	Colonies	N-11
Rafa	Centrality	T-8
Rafft	Inner Rim	J-8
Ragirh	Expansion Region	N-15
Ragmar	Outer Rim Territories	Q-17
Ragna	Mid Rim	Q-16
Ragnar	Outer Rim Territories	Q-18
Ragnook	Mid Rim	R-14
Rago	Wild Space	I-7
Ragoon	Core Worlds	K-9
Rainboh	Hapes Cluster	O-9
Rainbow Nebulae	Outer Rim Territories	R-16
Rainos Cluster	Expansion Region	L-15
Raithal	Colonies	M-9
Rakaa	Core Worlds	J-12
Rakata Prime	Unknown Regions	G-11

Rakhuuun	Mid Rim	Q-10
Rakrir	Outer Rim Territories	Q-4
Ralltiir	Core Worlds	L-9
Ralme	Expansion Region	O-14
Ramoa	Outer Rim Territories	N-5
Ramodi	Expansion Region	M-15
Ramordia	Expansion Region	N-15
Ramorea	Inner Rim	O-7
Rampa	Corporate Sector	S-4
Rampa Minor	Outer Rim Territories	U-12
Randa	Outer Rim Territories	T-10
Randon	Mid Rim	Q-10
Randorn	Outer Rim Territories	Q-6
Rangorah	Outer Rim Territories	T-9
Ranklinge	Colonies	M-9
Rannon	Outer Rim Territories	T-17
Ranroon	Outer Rim Territories	R-5
Rantine Space Station	Outer Rim Territories	N-19
Raquish	Mid Rim	Q-15
Raskane	Expansion Region	P-13
Raspar	Outer Rim Territories	N-5
Rasterous	Inner Rim	O-10
Rata Nebula	Chiss Space	E-9
Ratamesh	Expansion Region	O-8
Rathalay	Mid Rim	R-9
Ratit	Inner Rim	M-14
Rattatak	Outer Rim Territories	H-16
Ravaath	Outer Rim Territories	H-16
Raxus Prime	Tion Cluster	S-5
Raxxa	Core Worlds	M-10
Razia	Colonies	M-13
Rbollea	Hapes Cluster	O-9
Reaper's World	Outer Rim Territories	S-5
Rearqu Cluster	Mid Rim	P-8
Reboam	Hapes Cluster	O-9
Recopia	Core Worlds	M-11
Red Nebula	Wild Space	G-21
Red Twins, The	Wild Space	I-7
Redcap	Outer Rim Territories	Q-17
Redoubt, The	Chiss Space	H-7
Redrish	Core Worlds	M-10
Reecee	Inner Rim	J-8
Reegian	Expansion Region	O-7
Reena	Colonies	L-13
Reena Minor	Mid Rim	R-14
Refnar	Outer Rim Territories	T-6
Refrax	Outer Rim Territories	R-5
Regalia	Outer Rim Territories	O-4
Regel	Wild Space	I-7
Regellia	Outer Rim Territories	M-20
Reginard	Outer Rim Territories	T-6
Regolith	Colonies	N-12
Regulgo	Mid Rim	P-17
Rehemsa	Core Worlds	M-11
Rehn	Expansion Region	O-14
Reibrin	Outer Rim Territories	S-8
Reigalius	Mid Rim	Q-15
Relatta	Inner Rim	N-8
Relephon	Hapes Cluster	O-9
Relkass	Outer Rim Territories	K-20
Rellio	Colonies	L-13
Rellnas Minor	Expansion Region	J-16
Reltooine	Corporate Sector	R-3
Rena	Colonies	K-13
Renatasia	Centrality	U-8
Rend	Expansion Region	O-13
Rendili	Core Worlds	M-11
Renforra	Outer Rim Territories	K-20
Renigg	Core Worlds	M-10
Renillis	Inner Rim	L-14
Rentalles	Outer Rim Territories	O-4
Rentean	Outer Rim Territories	K-19
Rentor	Chiss Space	F-8
Reopi	Core Worlds	M-10
Repea	Outer Rim Territories	R-7
Resh 9376	Outer Rim Territories	Q-6
Resht	Colonies	N-10
Resti Kel	Mid Rim	L-18
Retep	Mid Rim	Q-16
Rettna	Mid Rim	Q-11
Reuss	Outer Rim Territories	P-18
Revery	Outer Rim Territories	N-6
Revkinn	Outer Rim Territories	O-18
Revyia	Outer Rim Territories	L-2
Reyna	Colonies	L-13
Reynon	Outer Rim Territories	K-5
Reytha	Expansion Region	O-12
Rezi	Outer Rim Territories	P-17
Rhamalai	Outer Rim Territories	I-19
Rhamsis Callo	Outer Rim Territories	N-19
Rhand	Unknown Regions	???
Rhelg	Outer Rim Territories	R-5
Rhen Var	Outer Rim Territories	R-6
Rhigar	Chiss Space	E-9
Rhilithan	Outer Rim Territories	S-5
Rhinnal	Core Worlds	L-9
Rhommamool	Expansion Region	N-13
Rhuvia	Outer Rim Territories	L-5
Rianon	Colonies	L-13
Ricaldi	Colonies	L-13
Riddellia	Outer Rim Territories	T-12
Riesa	Colonies	L-13
Riflor	Mid Rim	J-16
Rigel	Outer Rim Territories	U-11
Rigoron	Expansion Region	P-13
Rigovia	Inner Rim	N-8
Riileb	Hutt Space	T-12
Rijel	Expansion Region	M-7
Rimbaux	Outer Rim Territories	M-6
Rimcee Station	Outer Rim Territories	J-3
Rimma	Core Worlds	L-13
Rindao	Mid Rim	L-17
Rindia	Outer Rim Territories	P-4
Ring, The	Outer Rim Territories	K-18
Ringali Nebula	Core Worlds	L-9
Ringneldia	Centrality	T-8
Rinn	Outer Rim Territories	U-12
Rintonne	Mid Rim	P-16
Rion	Outer Rim Territories	T-10
Rior	Outer Rim Territories	N-18
Risban	Tion Cluster	S-5
Rishi	**Outer Rim Territories**	**S-15**
Rivoria	Outer Rim Territories	J-19
Rivvidu	Outer Rim Territories	O-5
Rocantor	Expansion Region	L-15
Roche	Mid Rim	Q-8
Rocrin	Outer Rim Territories	M-20
Rodaj	Inner Rim	L-15
Rodia	Outer Rim Territories	R-16
Rodis	Outer Rim Territories	H-16
Rogue Antar	Outer Rim Territories	M-18
Roil, The	Outer Rim Territories	Q-5/6
Rokaria	Expansion Region	L-8
Rol	Outer Rim Territories	M-6
Roldalna	Expansion Region	N-15
Romar	Outer Rim Territories	T-13
Romik	Outer Rim Territories	O-6
Romin	Mid Rim	Q-8
Rondai	Inner Rim	J-8
Ronyards	Inner Rim	N-13
Roon	Outer Rim Territories	S-15
Roona	Expansion Region	L-15
Roost	Outer Rim Territories	T-17
Ropagi	Expansion Region	N-15
Roqoo Depot	Inner Rim	O-9
Rorak	Hutt Space	S-12
Rordak	Outer Rim Territories	R-17
Rorgam	Mid Rim	Q-10
Rotas	Outer Rim Territories	S-14
Rothana	Outer Rim Territories	T-15
Roundtree	Inner Rim	M-14
Rowacki	Inner Rim	O-10
Roxuli	Expansion Region	I-8
Rrulinn	Mid Rim	K-17
Rseik	Outer Rim Territories	N-20
Ruac	Outer Rim Territories	U-7
Ruan	Core Worlds	K-10
Rubogea	Core Worlds	L-9
Rudrig	Tion Cluster	S-6
Rugosa	Outer Rim Territories	P-17
Ruhe	Outer Rim Territories	Q-17
Ruisto	Outer Rim Territories	U-6
Rulaar	Mid Rim	L-17
Runaway Prince	Hutt Space	R-11
Rurgavea	Core Worlds	L-13
Rustibar	Mid Rim	J-7
Rutal	Wild Space	J-13
Rutan	Outer Rim Territories	L-20
Ruten	Expansion Region	O-14
Ruugia	Expansion Region	O-13
Ruul	Core Worlds	M-10
Ruuria	Outer Rim Territories	Q-3
Ruusan	Mid Rim	P-11
Ruweln	Mid Rim	R-14
Rya	Outer Rim Territories	P-4
Rydar	Outer Rim Territories	R-7
Rydonni Prime	Core Worlds	M-11
Ryloon	Outer Rim Territories	J-5
Ryloth	Outer Rim Territories	R-17
Ryndellia	Mid Rim	N-17
Rynmar	Hapes Cluster	O-9
Ryoone	Outer Rim Territories	I-17
Ryvellia	Expansion Region	O-14
Ryyk Nebula	Mid Rim	N-7
Saarn	Outer Rim Territories	P-5
Sab Rufo	Inner Rim	N-8
Saberhing	Core Worlds	M-11
Sabrash	Mid Rim	R-9
Sabrixin	Outer Rim Territories	Q-19
Saclas	Corporate Sector	S-4
Sacorria	Core Worlds	M-11
Saffa	Mid Rim	R-8
Saffalore	Corporate Sector	S-4
Sagar	Inner Rim	N-13
Sagma	Outer Rim Territories	Q-4
Saheelindeel	Tion Cluster	S-6
Saijo	Outer Rim Territories	K-20
Saila Na	Outer Rim Territories	K-18
Saki	Hutt Space	S-11
Sakidopa	Hutt Space	S-11
Sakiduba	Hutt Space	S-11
Sakifwanna	Hutt Space	T-11
Salagor	Inner Rim	N-13
Saleucami	**Outer Rim Territories**	**S-8**
Salin	Outer Rim Territories	N-5
Salissia	Outer Rim Territories	T-5
Salliche	Core Worlds	K-10
Salteract	Outer Rim Territories	J-19
Salvara	Mid Rim	Q-7
Samaria	Core Worlds	M-11
Sanbra	Outer Rim Territories	O-17
Sanctuary	Outer Rim Territories	U-7
Sanjin	Colonies	M-13
Sanrafsix	Outer Rim Territories	N-17
Santarine	Outer Rim Territories	O-18
Santheria	Mid Rim	Q-7
Sanyassa	Outer Rim Territories	H-16
Sanza	Mid Rim	P-14
Sapella	Outer Rim Territories	M-21
Sappire	Outer Rim Territories	K-20
Saqqar	Hutt Space	T-11
Sarapin	Core Worlds	M-10
Sarconia	Colonies	M-10
Sardoran	Core Worlds	M-11
Sareet	Outer Rim Territories	I-17
Sargesso	Outer Rim Territories	S-8
Sargon	Hapes Cluster	O-9
Sarka	Mid Rim	Q-8
Sarkania	Inner Rim	M-14
Sarko	Expansion Region	O-12
Sarlucif	Wild Space	S-4
Sarm	Wild Space	I-8
Sarrahban	Expansion Region	O-12
Sarranket	Expansion Region	O-15
Sarrelon	Expansion Region	O-15
Sarrish	Expansion Region	K-16
Sartoy	Outer Rim Territories	N-3
Saruwen Station	Outer Rim Territories	N-18
Sarvchi	Chiss Space	F-9
Savareen	Outer Rim Territories	Q-16
Sayblohn	Mid Rim	N-16
Scarl	Colonies	L-13
Schesa	Chiss Space	F-8
Scillal	Centrality	T-8
Scipio	Core Worlds	K-9
Scbiris	Outer Rim Territories	M-21
Scchar	Outer Rim Territories	S-8
Scdesia	Mid Rim	O-16
Scdratis	Core Worlds	M-11
Scdri	Outer Rim Territories	S-8
Seezar's Planet	Outer Rim Territories	L-19
Sefon	Colonies	L-13
Seftek	Outer Rim Territories	R-6
Seikosha	Outer Rim Territories	P-4
Seitia Prime	Outer Rim Territories	K-19
Selab	Hapes Cluster	O-9
Selaggis	Outer Rim Territories	N-6
Selenius	Mid Rim	L-17
Seline	Outer Rim Territories	M-3
Selitan	Outer Rim Territories	P-6
Sellasas	Outer Rim Territories	L-18
Selnesh	Mid Rim	K-6
Selsor	Expansion Region	O-14
Seltaya	Outer Rim Territories	O-3
Seltos	Mid Rim	N-16
Selvaris	Wild Space	I-9
Semag	Mid Rim	I-16
Sembla	Outer Rim Territories	S-5
Senex	Mid Rim	L-17
Sennatt	Mid Rim	R-14
Sennex	Hapes Cluster	O-9
Seoul	Wild Space	H-20
Sepan	Expansion Region	P-13
Septevorres	Outer Rim Territories	R-7
Seraphan	Colonies	N-10
Serat	Mid Rim	L-18
Seregar	Outer Rim Territories	U-9
Serenity	Mid Rim	J-16
Serenno	Outer Rim Territories	P-5
Serianan	Wild Space	P-2
Sermeria	Expansion Region	O-8
Sern Prime	Colonies	L-13
Sernpidal	Outer Rim Territories	L-3
Serpine	Outer Rim Territories	Q-4
Serria	Expansion Region	L-15
Serroco	Expansion Region	N-7
Sesid	Outer Rim Territories	P-4
Sespe	Outer Rim Territories	S-9
Sestooine	Outer Rim Territories	L-5
Sestria	Core Worlds	M-13
Seswenna	Outer Rim Territories	M-18
Setolio	Colonies	L-13
Setor	Colonies	L-8
Sev Tok	Mid Rim	Q-11
Sevarcos	Outer Rim Territories	N-19
Sevari	Outer Rim Territories	S-4
Seven Flames	Outer Rim Territories	J-19
Sevetta	Outer Rim Territories	T-16
Seylott	Outer Rim Territories	P-18
Seyugi	Core Worlds	M-11
Shadda Nebula	Outer Rim Territories	O-18
Shadda-Bi-Boran	**Outer Rim Territories**	**O-18**
Shador	Mid Rim	Q-13
Shadren	Outer Rim Territories	O-6
Shafr	Outer Rim Territories	O-17
Shalam	Inner Rim	M-7
Shallow March	Outer Rim Territories	S-5
Shalm	Outer Rim Territories	H-16
Shaltin	Outer Rim Territories	S-6
Shalyvane	Outer Rim Territories	S-5
Shar'Ack	Outer Rim Territories	L-5
Sharb	Chiss Space	F-8
Sharlissia	Outer Rim Territories	N-18
Shasa	Inner Rim	N-12
Shasfath	Inner Rim	J-14

Shatuun	Outer Rim Territories	M-21
Shaum Hii	Outer Rim Territories	N-5
Shawken	Core Worlds	L-9
Shaylin	Outer Rim Territories	T-6
Shaymore	Expansion Region	N-14
Shedu Maad	Hapes Cluster	O-9
Shelkonwa	Colonies	M-9
Shella	Colonies	L-13
Shenio	Outer Rim Territories	P-5
Sheris	Outer Rim Territories	O-6
Shesharile	Outer Rim Territories	M-20
Sheva	Colonies	L-13
Shi'kar Straits	Outer Rim Territories	P-4
Shibric	Inner Rim	N-14
Shifa	Colonies	L-13
Shiffrin	Outer Rim Territories	T-15
Shihon	Chiss Space	E-8
Shikitari	Unknown Regions	???
Shili	Expansion Region	L-8
Shimia	Outer Rim Territories	R-17
Shimmer	Outer Rim Territories	J-19
Shinbone	Wild Space	T-17
Shindra	Colonies	L-13
Shintel	Outer Rim Territories	M-21
Shiva	Wild Space	L-21
Shogun	Outer Rim Territories	O-18
Shola	Outer Rim Territories	U-14
Shoon	Mid Rim	L-18
Shopani	Colonies	L-13
Shoroni	Colonies	M-9
Shownar	Outer Rim Territories	P-19
Shuldene	Outer Rim Territories	J-18
Shulstine	Colonies	M-9
Shulxi	Core Worlds	L-12
Shumari	Outer Rim Territories	O-18
Shumavar	Outer Rim Territories	L-19
Shumogi	Core Worlds	M-12
Shusugaunt	Outer Rim Territories	L-4
Shuxl	Outer Rim Territories	K-18
Sibilaar	Outer Rim Territories	L-18
Sibisime	Mid Rim	K-17
Sif-Uwana	Colonies	K-8
Sif'kric	Mid Rim	M-7
Sifuchi	Expansion Region	M-7
Sigil	Outer Rim Territories	S-4
Sika	Expansion Region	O-15
Sikurd	Outer Rim Territories	Q-4
Sil'Lume	Outer Rim Territories	K-19
Sileria	Core Worlds	M-11
Silken	Wild Space	O-20
Silorna	Expansion Region	P-13
Siluria	Outer Rim Territories	L-19
Silver Station	Mid Rim	P-15
Sim'char'ser	Outer Rim Territories	U-12
Simbarc	Outer Rim Territories	T-8
Simento-Threk	Outer Rim Territories	O-4
Simik	Inner Rim	L-14
Simoom	Mid Rim	L-18
Simpla	Outer Rim Territories	O-5
Simra	Colonies	L-13
Sinded	Mid Rim	L-17
Sinkar	Colonies	K-9
Sinsang	Outer Rim Territories	L-4
Sinton	Mid Rim	I-7
Sionia	Hutt Space	S-10
Sipsk	Outer Rim Territories	N-4
Sirdar	Outer Rim Territories	M-6
Sirpar	Outer Rim Territories	R-17
Sisk	Outer Rim Territories	U-9
Siskeen	Outer Rim Territories	R-17
Sittana	Core Worlds	L-9
Sivestri	Mid Rim	L-17
Sivoria	Hapes Cluster	O-9
Skako	Core Worlds	L-9
Skann	Outer Rim Territories	Q-18
Skartis	Mid Rim	L-17
Skeebo	Outer Rim Territories	U-8
Skine	Outer Rim Territories	Q-19
Skone	Expansion Region	O-14
Skor	Outer Rim Territories	M-20
Skorrupon	Mid Rim	N-7
Skustell Cluster	Outer Rim Territories	N-19
Skuumaa	Mid Rim	Q-9
Skye	Outer Rim Territories	H-19
Skynara	Outer Rim Territories	P-19
Sleheyron	Hutt Space	S-10
Sljee	Expansion Region	M-8
Sloogaria	Outer Rim Territories	N-19
Sluis Van	Outer Rim Territories	M-19
Sluudren	Outer Rim Territories	S-4
Smarck	Outer Rim Territories	K-6
Smarteel	Wild Space	U-14
Smuggler's Run	Outer Rim Territories	S-18
Sneeve	Mid Rim	Q-10
Snevu	Unknown Regions	H-7
Sochi	Inner Rim	M-9
Soco-Jarel	Outer Rim Territories	Q-4
Socorro	Outer Rim Territories	Q-17
Solacton	Outer Rim Territories	S-8
Solaest	Outer Rim Territories	O-6
Solanus	Outer Rim Territories	U-7
Solassus	Core Worlds	M-11
Solay	Outer Rim Territories	U-7
Solem	Outer Rim Territories	J-19
Solibus	Expansion Region	K-15
Solloops	Core Worlds	M-10
Somavva	Outer Rim Territories	S-8
Somov Rit	Mid Rim	R-15
Sondarr	Outer Rim Territories	R-5
Sonn Vilmari	Outer Rim Territories	S-5
Sontara	Core Worlds	M-12
Sontor	Outer Rim Territories	K-19
Sooma	Outer Rim Territories	R-6
Sorderia	Outer Rim Territories	S-9
Sorella	Colonies	L-13
Sorfina	Inner Rim	O-8
Sorimow	Outer Rim Territories	H-16
Sorjus	Outer Rim Territories	R-7
Sorl	Outer Rim Territories	J-6
Sormahil	Outer Rim Territories	P-3
Sorotarr	Mid Rim	K-17
Sorrus	Outer Rim Territories	O-5
Soruus	Tion Cluster	S-6
Soterios	Colonies	L-13
Soullex	Wild Space	P-3
Soun	Expansion Region	J-8
Space Station Scardia	Expansion Region	P-12
Space Station Trenchant	Mid Rim	Q-10
Spangled Veil Nebula	Outer Rim Territories	R-7
Spanthaer	Inner Rim	N-9
Spawn Nebula	Outer Rim Territories	P-4
Spefik	Outer Rim Territories	L-5
Sperin	Outer Rim Territories	P-17
Spice Terminus	Outer Rim Territories	P-18
Spinax	Tion Cluster	S-6
Spindrift	Outer Rim Territories	N-20
Spintir	Outer Rim Territories	Q-6
Spira	Core Worlds	L-10
Spirador	Mid Rim	Q-14
Spirana	Inner Rim	N-13
Sposia	Chiss Space	F-8
Sprizen	Outer Rim Territories	N-5
Spuma	Outer Rim Territories	M-18
Spunchina	Wild Space	H-17
Sran	Outer Rim Territories	T-6
Sriluur	Outer Rim Territories	S-8
Sronk	Outer Rim Territories	M-5
Stalimur	Tion Cluster	S-6
Stalsinek	Hapes Cluster	O-9
Star Station 12	Wild Space	O-20
StarForge Nebula	Mid Rim	M-17
Starlyte Station (Tshindral)	Mid Rim	M-17
Starswarm Cluster	Deep Core	L-10
Stassia	Core Worlds	K-10
Station 88	Mid Rim	J-7
Steelious	Core Worlds	K-13
Stellan	Outer Rim Territories	R-16
Stend	Outer Rim Territories	P-17
Stennaros	Expansion Region	K-16
Stenness	Inner Rim	O-10
Stenos	Outer Rim Territories	R-5
Stensen's Colony	Outer Rim Territories	I-16
Stic	Outer Rim Territories	Q-3
Stieg	Outer Rim Territories	T-9
Stoga	Outer Rim Territories	T-18
Storinal	Outer Rim Territories	N-6
Storthus	Mid Rim	P-15
Stovax	Core Worlds	J-10
Stronghold	Mid Rim	R-8
Stygian Caldera	Outer Rim Territories	R-5
Styx	Outer Rim Territories	U-11
Suarbi	Outer Rim Territories	O-19
Subterrel	Outer Rim Territories	L-20
Sucharme	Outer Rim Territories	R-15
Sufezz	Outer Rim Territories	T-8
Sukkult	Inner Rim	L-14
Suliana	Mid Rim	L-18
Sulloria	Outer Rim Territories	O-19
Sullust	**Outer Rim Territories**	**M-17**
Sulorine	Outer Rim Territories	S-7
Sump	Outer Rim Territories	I-18
Sunaj	Outer Rim Territories	L-18
Suolriep	Outer Rim Territories	S-8
Surcaris	Mid Rim	O-7
Surron	Expansion Region	O-13
Suurja	Outer Rim Territories	N-7
Svivren	Outer Rim Territories	O-19
Svolten	Outer Rim Territories	R-4
Swarquen	Outer Rim Territories	M-18
Swedlan	Outer Rim Territories	M-21
Swellen	Outer Rim Territories	L-20
Sy Myrth	Outer Rim Territories	S-7
Syboona	Outer Rim Territories	N-18
Symbia	Deep Core	K-10
Syndaar	Outer Rim Territories	P-6
Syned	Outer Rim Territories	N-17
Syngia	Outer Rim Territories	R-5
Syni	Wild Space	P-19
Syruss	Outer Rim Territories	T-5
Syvris	Outer Rim Territories	T-13
T'olan	Mid Rim	K-7
T'surr	Expansion Region	P-12
Taanab	**Inner Rim**	**O-8**
Taboon	Inner Rim	O-10
Tahlboor	Outer Rim Territories	R-5
Taivas	Outer Rim Territories	P-17
Tal Nami	Hutt Space	R-9
Tala	Inner Rim	N-9
Talasea	Colonies	N-11
Talay	Mid Rim	Q-16
Talcene	Mid Rim	Q-8
Talcharaim	Hapes Cluster	O-9
Talesia	Mid Rim	Q-8
Talfaglio	Core Worlds	M-11
Talhovi	Mid Rim	L-18
Talir	Outer Rim Territories	S-8
Tallaan	Colonies	L-13
Tallaso	Mid Rim	K-17
Tallia	Core Worlds	K-10
Talofan	Outer Rim Territories	P-18
Taloraan	Expansion Region	I-15
Talravin	Core Worlds	M-10
Talu	Outer Rim Territories	N-7
Talvaria	Outer Rim Territories	S-7
Tamazall	Expansion Region	M-15
Tamban	Core Worlds	K-10
Tamber	Colonies	L-13
Tamboon	Outer Rim Territories	K-19
Tammar	Outer Rim Territories	T-8
Tammuz-an	Outer Rim Territories	T-14
Tancon	Outer Rim Territories	J-18
Tanda	Colonies	L-13
Tandankin	Outer Rim Territories	R-6
Tandgor	Outer Rim Territories	R-5
Tandis	Inner Rim	N-8
Tandun	Outer Rim Territories	P-5
Tangar	Outer Rim Territories	K-6
Tanger	Colonies	L-13
Tangrene	Outer Rim Territories	O-4
Tanjay	Core Worlds	K-9
Tanquilla Beach	Outer Rim Territories	M-21
Tantajo	Mid Rim	P-7
Tantara	Inner Rim	K-8
Tanthior	Core Worlds	M-11
Tantiss Station	Outer Rim Territories	M-3
Tantive	Outer Rim Territories	Q-4
Tantra	Outer Rim Territories	M-19
Tanya	Colonies	L-13
Tanzis	Colonies	L-13
Tao-Grant	Mid Rim	R-15
Tar Morden	Expansion Region	K-16
Tarabba Prime	Outer Rim Territories	M-19
Taraloon	Expansion Region	O-13
Tarchalia	Mid Rim	L-7
Targonn	Outer Rim Territories	U-7
Tarhassan	Expansion Region	O-11
Taris	Outer Rim Territories	N-7
Tarkin's Fang	Deep Core	L-11
Tarmidia	Expansion Region	O-13
Tarnith	Outer Rim Territories	N-7
Tarnoonga	Outer Rim Territories	R-17
Taroon	Outer Rim Territories	N-20
Tarsa	Mid Rim	L-17
Tarsunt	Mid Rim	R-14
Tartaglia	Mid Rim	M-7
Tas-La	Hutt Space	S-9
Tasariq	Inner Rim	J-14
Tascallon Nebula	Outer Rim Territories	S-15
Tashtor Seneca	Mid Rim	J-16
Taskeed	Outer Rim Territories	S-7
Taspir	Outer Rim Territories	J-3
Tasrin	Colonies	N-10
Tastiged	Outer Rim Territories	M-6
Tatooine	**Outer Rim Territories**	**R-16**
Tauber	Inner Rim	L-14
Taul	Outer Rim Territories	J-18
Tavitz	Colonies	L-13
Tavya	Colonies	L-13
Tazan	Expansion Region	N-13
TD-10036-EM-1271	Expansion Region	J-15
Te Hasa	Outer Rim Territories	K-2
Teardrop	Colonies	M-9
Tedel	Expansion Region	L-8
Teedio (Exis Station)	Outer Rim Territories	R-7
Teevan	Outer Rim Territories	P-5
Tefau	Outer Rim Territories	S-9
Tegrat	Outer Rim Territories	J-18
Teh'Jar	Outer Rim Territories	M-20
Tekurr'k	Mid Rim	L-18
Tel	Expansion Region	O-14
Tel	Outer Rim Territories	L-6
Telanka	Outer Rim Territories	O-19
Telaris	Outer Rim Territories	T-6
Telepan	Core Worlds	M-11
Telerath	Inner Rim	N-7
Teljkon	Mid Rim	O-11
Telkur Station	Hapes Cluster	O-9
Tellanroaeg	Outer Rim Territories	S-17
Tellivar	Colonies	M-9
Teloc Ol-sen	Mid Rim	Q-12
Telos	Outer Rim Territories	Q-4
Telti	Inner Rim	N-10
Tenara	Outer Rim Territories	Q-6
Tendo	Mid Rim	N-17
Tentator	Colonies	L-9
Tentrix	Expansion Region	N-15
Tenupe	Wild Space	I-8
Tepasi	Core Worlds	L-9
Ter Abbes	Expansion Region	O-8
Terephon	Hapes Cluster	O-9
Terman	Outer Rim Territories	S-8
Terminus	Outer Rim Territories	K-20
Terr'skiar	Mid Rim	P-10
Terra Sool	Expansion Region	O-14
Terrijo	Expansion Region	O-12

Tertiary Feswe	Outer Rim Territories	P-5
Tertiary Kesmere	Outer Rim Territories	L-4
Tervissis	Outer Rim Territories	R-5
Teth	Outer Rim Territories	U-12
Teya	Expansion Region	M-7
Teyr	Colonies	L-13
Thabit	Inner Rim	M-14
Thaere	Expansion Region	O-14
Thairwsthis	Mid Rim	M-7
Thakwaa	Outer Rim Territories	I-19
Thalassia	Outer Rim Territories	P-4
Thaldo	Mid Rim	J-17
Thandon Nebula	Corporate Sector	S-3
Thandruss	Expansion Region	J-15
Thanium	Outer Rim Territories	R-6
Thanta Zilbra	Outer Rim Territories	Q-3
Thape	Mid Rim	Q-15
Tharados	Mid Rim	R-15
Tharkos	Outer Rim Territories	R-6
Thassalia	Outer Rim Territories	U-12
Theal	Mid Rim	J-15
Thearterra	Chiss Space	E-8
Thebeon	Core Worlds	K-12
Thela	Outer Rim Territories	R-4
Thennqor	Mid Rim	Q-8
Therenor	Mid Rim	P-15
Thermon	Mid Rim	L-17
Theselon	Hapes Cluster	O-9
Thesme	Outer Rim Territories	O-5
Thi'rus	Wild Space	S-4
Thila	Outer Rim Territories	Q-4
Thisspias	Expansion Region	O-8
Thixia	Core Worlds	M-10
Thoadeye	Deep Core	M-11
Thobek	Core Worlds	K-10
Thodia	Mid Rim	Q-7
Thokos	Core Worlds	L-9
Thokosia	Mid Rim	Q-13
Tholatin	Mid Rim	P-10
Tholaz	Core Worlds	K-10
Tholian	Outer Rim Territories	P-4
Tholon	Wild Space	H-17
Tholoth	Colonies	N-12
Thomork	Core Worlds	L-12
Thomquizzar	Outer Rim Territories	O-6
ThonBoka Nebula	Centrality	U-8
Thonner	Outer Rim Territories	H-16
Thoran	Mid Rim	R-14
Thorgeld	Core Worlds	L-9
Thornhedge Nebula	Mid Rim	P-10
Thosa (Draethos)	Outer Rim Territories	R-4
Thousand Moons	Expansion Region	O-12
Thovinack	Outer Rim Territories	N-4
Thracior	Core Worlds	K-12
Thrago	Chiss Space	H-8
Thraisai	Wild Space	U-9
Thrakia	Hapes Cluster	O-9
Thrantin	Colonies	J-9
Threfal	Mid Rim	J-16
Threndria	Outer Rim Territories	S-15
Throova	Colonies	M-12
Thrugii	Outer Rim Territories	Q-17
Thule	Outer Rim Territories	Q-5
Thull's Shroud	Mid Rim	L-17/L-18
Thull's Vault	Mid Rim	K-18
Thustra	Expansion Region	O-7
Thyferra	Inner Rim	L-14
Thyrsus	Inner Rim	M-8
Tibrin	Mid Rim	L-18
Tibro	Colonies	N-9
Tiems	Outer Rim Territories	R-6
Tieos	Outer Rim Territories	S-15
Tierell	Outer Rim Territories	O-6
Tierfon	Expansion Region	O-7
Tifnyl	Outer Rim Territories	M-19
Tiisheraan	Core Worlds	L-13
Tikath	Outer Rim Territories	M-6
Til	Unknown Regions	???
Till Chorios	Outer Rim Territories	R-6
Tillo	Colonies	L-13
Timbra Ott	Outer Rim Territories	M-21
Timja	Outer Rim Territories	S-8
Timora	Outer Rim Territories	G-16
Tinallis	Mid Rim	L-18
Tinnel	Core Worlds	M-12
Tinoon	Outer Rim Territories	K-18
Tinta	Hapes Cluster	O-9
Tintel	Expansion Region	P-11
Tinuvia	Outer Rim Territories	N-5
Tion	Tion Cluster	S-5
Tirac Munda	Mid Rim	P-15
Tiragga	Outer Rim Territories	N-3
Tirahnn	Inner Rim	N-8
Tirsa	Corporate Sector	S-4
Tisht	Hutt Space	T-11
Tiss'sharl	Outer Rim Territories	R-4
Tizon	Core Worlds	K-10
Tlactehon	Expansion Region	O-13
Tlönia	Outer Rim Territories	P-7
Tocan	Expansion Region	N-7
Tocco	Colonies	L-13
Tocoya	Inner Rim	N-9
Todirium	Outer Rim Territories	P-7
Tof	[extragalactic]	N/A
Togominda	Outer Rim Territories	K-18
Togoria	Mid Rim	P-9
Tokmia	Outer Rim Territories	K-18
Tol Ado	Outer Rim Territories	K-19
Tol Amn	Hutt Space	R-11
Tolan	Colonies	L-9
Tolfrania	Inner Rim	N-9
Tolig	Outer Rim Territories	N-18
Tomark	Mid Rim	Q-14
Tomo-Reth	Inner Rim	L-14
Ton-Falk	Outer Rim Territories	T-5
Toola	Outer Rim Territories	S-5
Toong'l	Outer Rim Territories	T-7
Toprawa	Outer Rim Territories	P-5
Torch Nebula	Outer Rim Territories	P-19
Torina	Outer Rim Territories	M-19
Torize	Outer Rim Territories	M-21
Torn Station	Mid Rim	P-10
Torolis	Mid Rim	Q-13
Torpris	Core Worlds	K-9
Torque	Outer Rim Territories	P-6
Torrad	Mid Rim	Q-8
Torve	Expansion Region	O-14
Toskhowwl	Mid Rim	M-6
Tosste	Outer Rim Territories	L-19
Tothis	Corporate Sector	S-3
Tourani	Mid Rim	R-15
Tovarskl	Outer Rim Territories	J-4
Toydaria	**Hutt Space**	**R-11**
Tozeer	Outer Rim Territories	R-16
Tragrud	Outer Rim Territories	S-8
Trailia	Outer Rim Territories	U-7
Tralfin	Outer Rim Territories	Q-3
Trallan	Colonies	K-9
Tramanos	Outer Rim Territories	N-17
Trammen	Expansion Region	O-11
Trammis	Centrality	U-8
Tran Mariel	Core Worlds	K-10
Trancret	Mid Rim	Q-7
Transel	Colonies	L-13
Tranthellix	Mid Rim	L-18
Trantor	Core Worlds	M-10
Traptoforia	Outer Rim Territories	P-6
Trascor	Outer Rim Territories	P-3
Trasemene	Outer Rim Territories	S-7
Trasse	Mid Rim	Q-8
Trassitan	Outer Rim Territories	L-3
Traval-Pacor	Mid Rim	K-7
Travnin	Outer Rim Territories	M-20
Trebela	Expansion Region	O-13
Treffani	Expansion Region	O-14
Tregillis	Expansion Region	M-15
Trellen	Core Worlds	M-10
Trendivar	Outer Rim Territories	R-16
Trenwyth	Outer Rim Territories	I-16
Tresidiss	Outer Rim Territories	P-18
Trevi	Mid Rim	N-17
Trevura	Inner Rim	K-14
Treylon	Colonies	L-13
Trian	Wild Space	R-3
Triellus	Outer Rim Territories	R-7
Triewahl Docking Station	Mid Rim	M-7
Trif	Outer Rim Territories	N-4
Triffis	Mid Rim	O-15
Trigalis	Outer Rim Territories	P-17
Trigaskian Blur	Wild Space	W-10
Triitus	Outer Rim Territories	P-4
Trindello	Outer Rim Territories	H-16
Trinovat	Outer Rim Territories	P-6
Trinta	Outer Rim Territories	L-6
Triton	Outer Rim Territories	M-18
Tro'Har	Outer Rim Territories	M-19
Trogan	Outer Rim Territories	R-7
Troiken	Outer Rim Territories	S-5
Troos	Outer Rim Territories	Q-5
Trosh	Outer Rim Territories	L-20
Troska	Outer Rim Territories	J-6
Troxar	Expansion Region	L-15
Trunska	Colonies	J-13
Trupellia	Colonies	M-13
Truuine	Inner Rim	O-11
Tsoss Beacon	Deep Core	L-11
Tsukkia	Colonies	K-9
Tsyk	Hutt Space	T-13
Tuerto	Outer Rim Territories	M-17
Tujiamoor	Inner Rim	K-14
Tumani	Hapes Cluster	O-9
Tumus	Colonies	L-13
Tun Wala	Inner Rim	N-9
Tund	**Centrality**	**U-8**
Tungra	Outer Rim Territories	K-18
Turak	Outer Rim Territories	O-18
Turcan	Outer Rim Territories	O-18
Turkana	Outer Rim Territories	T-6
Turrani	Outer Rim Territories	U-11
Tusken's Eye	Wild Space	I-8
Tuttin	Inner Rim	M-14
Twin Nebulae	Outer Rim Territories	K-18
Twin Sun Station	Outer Rim Territories	N-17
Twith	Core Worlds	K-9
Tyan	Mid Rim	K-7
Tyaonon	Wild Space	R-18
Tyberious	Inner Rim	I-8
Tyed Kant	Core Worlds	M-10
Tyluun	Mid Rim	L-18
Tyne's Horky	Mid Rim	Q-11
Tynna	Expansion Region	N-14
Tyrellia	Outer Rim Territories	M-20
Tyria	Mid Rim	P-15
Tyrusia	Inner Rim	N-8
Tyshapahl	Outer Rim Territories	P-5
Tythe	Outer Rim Territories	Q-16
Tython	Deep Core	L-10
Tyus Cluster	Mid Rim	N-16
U'Dray	Outer Rim Territories	O-18
Uaua	Centrality	U-8
Uba	Mid Rim	J-6
Ubertica	Mid Rim	J-6
Ubrikkia	Mid Rim	R-11
Ubuuga	Mid Rim	Q-7
Ucret	Core Worlds	K-10
Udine	Inner Rim	M-15
Uhltenden	Outer Rim Territories	P-6
Ukatis	Inner Rim	L-15
Ukio	Outer Rim Territories	S-15
Ulda Frav	Expansion Region	P-11
Ulicia	Corporate Sector	S-3
Ulion	Core Worlds	M-10
Ulmatra	Hutt Space	S-10
Ultaar	Mid Rim	R-8
Umaren'k	Unknown Regions	G-9
Umbara	Expansion Region	P-10
Umgul	Mid Rim	N-16
Umthyg	Mid Rim	K-18
Unagin	Outer Rim Territories	T-13
Uogo'cor	Mid Rim	Q-10
Upell	Mid Rim	K-18
Uquine	Colonies	N-10
UR41-284	Unknown Regions	???
Urce	Mid Rim	L-6
Urdur	Corporate Sector	S-4
Uridia	Mid Rim	R-14
Uriek	Outer Rim Territories	T-7
Urkupp	Outer Rim Territories	R-7
Ursellin	Mid Rim	Q-13
Uru	Outer Rim Territories	L-19
Usean	Outer Rim Territories	I-18
Usk	Hutt Space	T-10
Usnia	Mid Rim	L-18
Usta	Outer Rim Territories	Q-6
Ut	Hapes Cluster	O-9
Utapau	**Outer Rim Territories**	**N-19**
Utaruun	Outer Rim Territories	R-16
Utegetu Nebula	Wild Space	I-8
Utharis	Core Worlds	K-10
Uthor	Mid Rim	K-18
Utozz Prime	Outer Rim Territories	M-19
Utrica	Outer Rim Territories	N-19
Utrost	Core Worlds	L-9
Uukaablis	Outer Rim Territories	M-21
Uvena	Outer Rim Territories	M-18
Uviuy Exen	Colonies	L-9
Uyter	Mid Rim	P-9
V'shar	Wild Space	U-15
Va'art	Mid Rim	Q-8
Vaal	Outer Rim Territories	P-5
Vaathkree	Outer Rim Territories	S-8
Vaced	Mid Rim	J-7
Vactooine	Outer Rim Territories	R-16
Vaenrood	Outer Rim Territories	T-6
Vagneria	Core Worlds	K-12
Vagar Praxut	Unknown Regions	H-9
Vagran	Core Worlds	M-11
Vahaba	Outer Rim Territories	N-6
Vakkar	Colonies	K-9
Vaklin	Inner Rim	M-14
Valc	Outer Rim Territories	J-4
Valera	Colonies	L-13
Valfin	Outer Rim Territories	O-4
Valgauth	Expansion Region	P-9
Vallusk Cluster	Outer Rim Territories	Q-6
Valorsi	Mid Rim	L-17
Valrar	Mid Rim	J-7
Valtaullu Rift	Unknown Regions	???
Vanan	Outer Rim Territories	L-19
Vanaria	Outer Rim Territories	N-20
Vandelhelm	Expansion Region	M-15
Vandos	Outer Rim Territories	Q-7
Vandron	Mid Rim	L-17
Vandyne	Outer Rim Territories	O-5
Vanik	Inner Rim	L-14
Vanjervalis	Colonies	N-11
Vannan	Outer Rim Territories	O-4
Vannix	Core Worlds	M-10
Vanqor	Outer Rim Territories	R-5
Vanquo	Outer Rim Territories	O-6
Varada	Outer Rim Territories	I-19
Varadan	Mid Rim	L-18
Vardoss	Expansion Region	J-8
Varic	Outer Rim Territories	S-4
Varl	Hutt Space	S-11
Varn	Outer Rim Territories	O-6
Varonat	Outer Rim Territories	K-18
Varristad	Outer Rim Territories	S-15
Varvrona	Outer Rim Territories	K-4
Varvva	Mid Rim	J-6
Vasar	Core Worlds	M-11
Vasch	Outer Rim Territories	R-17
Vasha	Outer Rim Territories	H-16
Vassek	Outer Rim Territories	I-17
Vastrip	Inner Rim	N-7

Vasuuli	Colonies	M-9
Vatleria	Outer Rim Territories	T-9
Vatta	Wild Space	M-21
Vaykaaris	Colonies	K-13
Vaynai	Outer Rim Territories	S-4
Vectinia	Mid Rim	M-7
Vedis	Outer Rim Territories	N-18
Veil, The	Expansion Region	O-8
Velabri	Outer Rim Territories	S-18
Velanaria	Outer Rim Territories	L-18
Velex	Expansion Region	O-8
Velga	Mid Rim	L-18
Vellity	Mid Rim	Q-10
Velmor	Mid Rim	P-7
Velossia	Mid Rim	R-15
Velusia	Core Worlds	L-9
Velx-Shel	Core Worlds	M-11
Vena	Expansion Region	P-9
Venaari	Mid Rim	O-8
Vendara	Outer Rim Territories	Q-4
Vendaxa	Expansion Region	O-14
Vendlia	Outer Rim Territories	S-16
Vendrak	Outer Rim Territories	M-18
Vendusii	Mid Rim	P-16
Venedlia	Outer Rim Territories	M-20
Venestria	Outer Rim Territories	K-4
Vengler	Wild Space	H-18
Venir	Core Worlds	M-10
Venjagga	Colonies	K-9
Vensor	Mid Rim	P-8
Ventil	Mid Rim	Q-10
Vento	Core Worlds	L-9
Ventooine	Outer Rim Territories	P-3
Ventran	Mid Rim	M-16
Ventrux	Outer Rim Territories	O-6
Venzeiia	Expansion Region	O-12
Veragi	Outer Rim Territories	L-3
Verdanaia	Core Worlds	M-11
Verdanth	Outer Rim Territories	N-17
Verde	Outer Rim Territories	S-8
Verdi	Outer Rim Territories	J-19
Vergill	Hapes Cluster	O-9
Verisin	Outer Rim Territories	P-17
Verkuyl	Outer Rim Territories	H-17
Vernet	Expansion Region	N-14
Veron	Mid Rim	L-17
Veron Minor	Mid Rim	L-17
Veronia	Outer Rim Territories	M-6
Verossia	Mid Rim	M-7
Verullia	Expansion Region	N-15
Vesari	Inner Rim	O-10
Vesla	Wild Space	I-14
Vessitoar	Mid Rim	M-6
Vestar	Outer Rim Territories	N-20
Vestor Nebula	Mid Rim	R-16
Vex	Outer Rim Territories	H-16
Vexta	Outer Rim Territories	J-4
Viamarr	Inner Rim	N-7
Vicondor	Mid Rim	J-7
Vidicx	Mid Rim	Q-12
Viidaav	Mid Rim	R-7
Viis	Unknown Regions	???
Vilosoria	Mid Rim	R-8
Vindalia	Colonies	L-13
Vinnax	Wild Space	S-3
Vinsoth	Outer Rim Territories	O-6
Vinth	Expansion Region	O-13
Vinzen Neela	Outer Rim Territories	P-18
Viraanntesse	Expansion Region	P-9
Virgillia	Outer Rim Territories	I-18
Viridia	Outer Rim Territories	M-6
Virmeude	Outer Rim Territories	M-18
Virujansi	Inner Rim	O-10
Vishay	Mid Rim	N-16
Vispil	Outer Rim Territories	P-6
Visseon	Inner Rim	N-10
Vizcarra	Outer Rim Territories	L-20
Vjun	Outer Rim Territories	Q-6
Vlemoth Port	Outer Rim Territories	S-16
Vob	Inner Rim	N-9
Vodran	Hutt Space	S-9
Vogel	Mid Rim	M-16
Vohai	Outer Rim Territories	O-18
Void of Chopani	Outer Rim Territories	L-4/L-5
Void Station	Mid Rim	R-14
Voidfire Nebula	Expansion Region	N-13
Voktunma	Core Worlds	M-11
Volgax	Core Worlds	K-10
Voltare	Inner Rim	K-8
Von-Alai	Expansion Region	O-8
Vondarc	Mid Rim	M-16
Voniss	Mid Rim	I-7
Vontor	Hutt Space	S-9
Voon	Core Worlds	K-9
Voortach	Colonies	M-13
Voorsbain	Mid Rim	L-18
Vor Deo	Outer Rim Territories	R-17
Vorian	Expansion Region	K-8
Vornax	Outer Rim Territories	S-5
Vorpa'ya	Outer Rim Territories	O-7
Vorsia	Inner Rim	N-9
Vortex	Mid Rim	K-7
Vorusku	Outer Rim Territories	P-17
Vorzyd	Outer Rim Territories	R-6
Voss	Tion Cluster	S-6
Vrakolia	Core Worlds	K-13
Vretha	Mid Rim	M-7
Vryssa	Outer Rim Territories	K-19
Vuchelle	Outer Rim Territories	L-5
Vulcar	Mid Rim	L-18
Vulderania	Core Worlds	L-10
Vulpter	Deep Core	L-10
Vulta	Mid Rim	N-7
Vultar	Core Worlds	L-10
Vulvarch	Colonies	L-13
Vuma	Core Worlds	M-10
Vunakia	Outer Rim Territories	S-7
Vundaria	Inner Rim	N-9
Vurdon Ka	Inner Rim	M-9
Vuzsa	Outer Rim Territories	R-16
VV-99-7JE-2N71	Mid Rim	L-7
Vvaw	Outer Rim Territories	U-9
Vycinyth	Colonies	L-13
Vykos	Outer Rim Territories	L-5
Wakeelmui	Colonies	L-9
Wakiza	Core Worlds	K-10
Walalla	Inner Rim	J-13
Walin'or	Mid Rim	M-7
Wann Tsir	Expansion Region	P-13
Warchigade	Outer Rim Territories	O-18
Waskiro	Outer Rim Territories	R-7
Wayland	Outer Rim Territories	N-7
Wazta	Outer Rim Territories	J-18
Weerden	Core Worlds	K-9
Wehttam	Core Worlds	K-10
Weldii	Core Worlds	L-13
Wellte-ir	Mid Rim	Q-10
Wen'he'dinae	Mid Rim	L-16
Wenderal	Outer Rim Territories	R-3
Werania	Expansion Region	P-9
Werncin	Outer Rim Territories	Q-4
Wetyin's Colony	Outer Rim Territories	Q-5
Weytta	Outer Rim Territories	S-6
Wheel, The	Mid Rim	R-7
Whelori	Colonies	K-13
Whendyll	Outer Rim Territories	L-6
Whinndor	Outer Rim Territories	M-17
Widek	Core Worlds	K-10
Wilpiet	Outer Rim Territories	M-6
Wistril	Outer Rim Territories	K-6
Wizar	Wild Space	I-8
Wodan	Hapes Cluster	O-9
Wodenstam	Outer Rim Territories	Q-19
Wol Cabassh	Outer Rim Territories	O-6
Woldona	Outer Rim Territories	T-16
Womrik	Mid Rim	Q-15
Woostri	Expansion Region	M-16
Woqua	Core Worlds	K-10
Wor Tandell	Core Worlds	K-9
Worru'du	Core Worlds	K-10
Worxer	Outer Rim Territories	M-20
Woteba	Wild Space	I-8
Wrea	Outer Rim Territories	S-17
Wrodi	Outer Rim Territories	O-6
Wroona	Inner Rim	L-15
Wukkar	Core Worlds	L-10
Wxtm	Outer Rim Territories	R-17
Wyloff	Colonies	L-8
Wyndigal	Outer Rim Territories	S-7
Wynth	Colonies	L-8
Wyveral	Mid Rim	M-7
Xa Fel	Core Worlds	K-9
Xagobah	Outer Rim Territories	M-18
Xal	Outer Rim Territories	H-16
Xanas	Mid Rim	Q-15
Xandil	Mid Rim	P-16
Xanlanner	Outer Rim Territories	S-4
Xartun	Outer Rim Territories	O-7
Xaza	Mid Rim	Q-15
Xend	Inner Rim	M-8
Xeron	Inner Rim	M-14
Xerthia	Inner Rim	K-14
Xerton	Wild Space	J-3
Xerxes	Core Worlds	M-11
Xiunsrus	Outer Rim Territories	P-18
Xo	Outer Rim Territories	N-2
Xobome	Colonies	N-10
Xochtl	Outer Rim Territories	P-6
Xoemefel	Mid Rim	I-16
Xolu	Hutt Space	S-13
Xoman	Mid Rim	S-9
Xorao	Mid Rim	M-7
Xorth	Core Worlds	L-10
XT987	Inner Rim	J-8
Xuaquarres	Outer Rim Territories	S-7
Xyquine	Core Worlds	M-11
Y'Dar	Outer Rim Territories	P-17
Y'nybeth	Expansion Region	O-13
Y'Trella	Outer Rim Territories	P-18
Yablari	Outer Rim Territories	R-6
Yabol Opa	Colonies	M-9
Yabosta	Expansion Region	L-15
Yag'Dhul	Inner Rim	L-14
Yaga Minor	Outer Rim Territories	K-5
Yagara	Mid Rim	L-17
Yaka	Colonies	M-8
Yalara	Wild Space	I-21
Yalln	Outer Rim Territories	R-5
Yanibar	Wild Space	R-19
Yankirk	Mid Rim	L-17
Yantha	Inner Rim	N-8
Yarille	Outer Rim Territories	K-6
Yarith	Outer Rim Territories	J-18
Yarnil	Outer Rim Territories	N-18
Yaronn	Wild Space	T-5
Yarrv	Core Worlds	K-13
Yartiga	Mid Rim	K-17
Yashuvhu	Chiss Space	F-9
Yasilor	Outer Rim Territories	P-17
Yavin	**Outer Rim Territories**	**P-6**
Yde	Mid Rim	M-7
Yelsain	Outer Rim Territories	M-20
Yerej	Outer Rim Territories	K-18
Yerphonia	Core Worlds	L-9
Yeshocq	Mid Rim	N-16
Yetnis	Inner Rim	K-8
Yetoom	Mid Rim	L-18
Yhifar	Mid Rim	L-17
Yhuli	Outer Rim Territories	R-7
Yinchorr	Expansion Region	L-8
Yir Tangee	Colonies	L-8
Yirt-4138-Grek-12	Colonies	K-9
Yisgga	Inner Rim	M-13
Yitabo	Mid Rim	Q-10
Yityl	Outer Rim Territories	O-18
Ylesia	Hutt Space	T-12
Ylix	Mid Rim	M-7
Yllotat	Mid Rim	R-14
Yn	Inner Rim	K-14
Yntrann	Wild Space	O-3
Yoberra	Outer Rim Territories	M-20
Yoon Cloud	Wild Space	V-9
Yorgraxx	Outer Rim Territories	K-5
Yoribuunt	Outer Rim Territories	S-8
Yorn Skot	Inner Rim	N-14
Yout	Mid Rim	L-7
Yrrna	Outer Rim Territories	N-19
Ytha'ac Cluster	Outer Rim Territories	M-20
Yuga	Outer Rim Territories	O-17
Yugami	Outer Rim Territories	L-19
Yulant	Core Worlds	L-10
Yunkor	Outer Rim Territories	K-19
Yurb	Outer Rim Territories	S-10
Yutan	Expansion Region	P-12
Yutusk	Outer Rim Territories	R-5
Yuvern	Outer Rim Territories	M-5
Yvara	Outer Rim Territories	M-21
Ywllandr	Outer Rim Territories	K-5
Z'fell	Core Worlds	K-10
Z'trop	Outer Rim Territories	N-18
Zaadja	Outer Rim Territories	R-16
Zabba	Outer Rim Territories	T-11
Zabian	Outer Rim Territories	S-7
Zadaria	Hapes Cluster	O-9
Zaddja	Outer Rim Territories	H-15
Zalori	Hapes Cluster	O-9
Zaloriis	Expansion Region	P-12
Zalso	Core Worlds	M-11
Zamael	Deep Core	K-12
Zandrax	Outer Rim Territories	T-5
Zaraksander	Expansion Region	P-14
Zaria	Mid Rim	L-17
Zarkis	Outer Rim Territories	S-9
Zarracina	Expansion Region	O-14
Zarsteck	Core Worlds	M-12
Zchtek	Mid Rim	R-8
Zebitrope	Centrality	T-8
ZeHeth	Mid Rim	N-16
Zekulae	Inner Rim	N-8
Zelos	Mid Rim	N-16
Zeltros	Inner Rim	O-10
Zenox Cluster	Colonies	K-13
Zeolosia	Mid Rim	N-16
Zephry	Outer Rim Territories	K-18
Zerm	Outer Rim Territories	T-10
Zeta 0-9	Wild Space	K-2
Zhann	Colonies	M-13
Zhanox	Outer Rim Territories	K-18
Zhina	Core Worlds	K-10
Zhotta	Outer Rim Territories	M-18
Zi'Dek	Outer Rim Territories	K-20
Zigoola	Wild Space	U-6
Zin Taal	Outer Rim Territories	J-4
Ziost	Outer Rim Territories	R-5
Zipthar	Outer Rim Territories	L-2
Zirulast	Expansion Region	P-11
Zisia	Hutt Space	S-10
Ziugen	Hutt Space	T-12
Zlarbv	Inner Rim	O-10
Zobbera	Outer Rim Territories	Q-17
Zolan	Mid Rim	P-16
Zoma	Outer Rim Territories	S-17
Zona Miki	Outer Rim Territories	P-6
Zongorlu	Outer Rim Territories	M-6
Zonju	Wild Space	J-21
Zoraster	Outer Rim Territories	U-13
Zorb	Outer Rim Territories	O-4
Zorbia	Outer Rim Territories	H-16
Zrak	Outer Rim Territories	N-5
Zuliria	Mid Rim	R-7
ZXK-100346	Outer Rim Territories	L-19
Zygerria	Outer Rim Territories	S-4
Zygia	Mid Rim	R-14
Zyluria	Mid Rim	L-17
Zznza	Outer Rim Territories	S-14

ABOUT THE AUTHORS



Photo: Steve Ball

Jason Fry is a writer in Brooklyn, New York, where he lives with his wife, son, and about a metric ton of *Star Wars* stuff. He is the author of *The Clone Wars Visual Guide, The Clone Wars: Ultimate Battles,* and *The Clone Wars: Official Episode Guide: Season 1,* and has written extensively for the *Star Wars Insider* magazine and Wizards of the Coast. For more about Jason and his work, visit www.jasonfry.net.



Photo: Kelly Wallace

Daniel Wallace is the *New York Times* bestselling author of *Star Wars: The New Essential Guide to Characters* as well as a dozen more books that explore the underpinnings of the *Star Wars* universe, such as *Star Wars: The New Essential Chronology* and *The Complete Star Wars Encyclopedia.* He is a regular contributor to *Star Wars Insider* magazine and assembled the questions used in the *Star Wars* Trivial Pursuit game. In addition to his contributions to the galaxy far, far away, he has written for universes including *Indiana Jones, Smallville,* DC Comics, and Marvel Comics, with books including *The Marvel Encyclopedia, The DC Comics Encyclopedia,* and *The Art of Superman Returns.*

ABOUT THE ILLUSTRATORS



Photo: Rob Garrard

Ian Fullwood lives and works in Herefordshire, England, and has clients both at home and in the United States. He has more than fifteen years' experience in technical illustration and commercial art, and works with a range of clients, including publishing and engineering companies. He produces a variety of work, ranging from science fiction to product visualizing and animation. Ian uses traditional drawing skills combined with computer programs—Illustrator, Photoshop, and Lightwave 3D—to produce technically demanding and visually exciting pieces of art. Visit www.if3d.com for more visual indigestion!

Modi is a nineteen-year-old student who lives in the Central European country of Hungary. He studies computer science and is an autodidactic digital artist. A long-time fan of the *Star Wars* expanded universe, Modi fosters a strange obsession with drawing maps of that galaxy far, far away.



Photo: Beth Delamatre

With a degree in graphic design and painting from Miami University, **Chris Reiff** has spent the past fourteen years working as a toy designer and inventor bringing a variety of licensed products to market. While he stays busy working on other major properties at the design company he founded in Cincinnati, he always finds time to jump back into the *Star Wars* universe when the opportunity arises.

Some past *Star Wars* products Chris has worked on include scaled replica helmets, action figures, gaming miniatures, and prop replicas as well as illustration projects like *Star Wars Blueprints: The Ultimate Collection*. With support from good friends like Beth and Tim at the studio and especially from his wife, Sarah, he continues to enjoy every project and looks forward to many more. www.chrisreiff.com



Photo: Yuen Hom

Chris Trevas grew up playing *Star Wars* in his backyard with action figures and toy blasters. He turned his love for that galaxy far, far away into a career in 1995 after attending the College for Creative Studies in Detroit. For more than a decade he has created *Star Wars* artwork for numerous licensees. His work can be seen in the poster collection *Star Wars Blueprints: The Ultimate Collection* as well as in the books *Star Wars: The New Essential Guide to Alien Species* and *Star Wars Jedi vs. Sith: The Essential Guide to the Force.* Chris has also written for *Star Wars Insider* magazine and illustrated work in a variety of styles for games, miniature figures, trading cards, and limited-edition prints.

He currently lives and works at home in Michigan with his fiancée, Julie, and their two cats, George and Mildred. You can visit him at www.christrevas.com.

Navigate the *Star Wars* universe as you never have before—with this fully illustrated, full-color guide that maps the entire galaxy.

You know the planets—from Alderaan and Corellia to Tatooine and Zonama Sekot—and the star systems, from the Deep Core to the Outer Rim. But now, for the first time, you can pinpoint their locations and chart the travels of your favorite characters through the vast reaches of space. *Star Wars: The Essential Atlas* is a galaxy-spanning trove of vital statistics and information ranging from the astronomical and geographical ("Systems, Sectors, Oversectors, and Regions") to the historical and political ("The Sith Empire" and "The Great Hyperspace War"). Encompassing the entire *Star Wars* canon, including all the films and the *Clone Wars* television series, plus the novels, comic books, video games, and more, this volume is packed with dozens of detailed maps and charts, as well as pertinent data and accompanying facts on

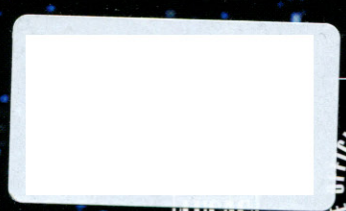
- the Empire: its length and breadth, political regions, populations, trade routes, major attractions, and trouble spots
- the Clone Wars: the trajectory of this decisive conflict across the universe, data on key battles and major Loyalist and Separatist worlds
- the Adventures of Han Solo: the heroic rogue's exploits throughout the galaxy—including his captaincy of the *Millennium Falcon* and his first, fateful meeting with Chewbacca—before his life-changing alliance with Luke Skywalker and Obi-Wan Kenobi
- the Sith Wars: the progression of the universal clash between the ancient Jedi Order, their dark side counterparts, and the Mandalorian warriors who fought against *both* orders
- and much, much more

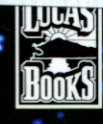
From Hutt Space to the Unknown Regions, from the Knights of the Old Republic and Episode I to the Fate of the Jedi and Legacy era, *Star Wars: The Essential Atlas* is the ultimate gateway to space fantasy's most brilliantly imagined and endlessly intriguing galaxy.

www.delreybooks.com

Cover design: David Stevenson

A DEL REY BOOKS
TRADE PAPERBACK ORIGINAL







U.S.A. $30.00 CANADA $34.00

ISBN 978-0-345-47764-4 SCIENCE FICTION

EAN

